Privateer Press™

NO QUARTER MAGAZINE™

ISSUE Nº-14
$5.99

WARMACHINE

WARMACHINE ALLIES
Friendly Forces For Your Factions

HORDES

EVOLUTION
Recent Battles & New Scenarios

IRON KINGDOMS™

THE INFERNALIST
Don't Sign on the Dotted Line

SEPTEMBER 2007

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On the Cover

CEPHALYX AND DRUDGES BY ANDREA UDERZO

ANDREA UDERZO IS A RISING STAR IN THE GAME INDUSTRY. HE LIVES IN ITALY WHERE HE WORKS AS A FREELANCER ILLUSTRATOR, COLLABORATING WITH SEVERAL MAJOR GAME COMPANIES, INCLUDING PRIVATEER PRESS. ANDREA LOVES TO COLLECT BOOKS ON ILLUSTRATION AND LISTEN TO MOVIE SOUNDTRACKS. VIEW MORE OF HIS ARTWORK AT: HTTP://ANDREAUDERZO.DEVIANTART.COM/GALLERY.

CREDITS

Ayyeee! It is Alfonszilla! We must flee!

Terrain builder extraordinaire Alfonso "The Traitor" Falco looms over one of his biggest pieces yet—the Castle of the Keys. This impressive structure graces the pages of *HORDES: Evolution*. Read about the making of the Castle on p. 62 and find out what it takes to drive Alfonso a little bit bonkers.

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No Quarter Magazine

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Two shots below the waterline for the scallywag who pirates the pirates. Ye been warned.

FIRE IN THE HOLE

Evil for Evil's Sake

Welcome to the darkening of the year. In this issue we reveal some of the most horrifying villains in the Iron Kingdoms: the diabolical infernalist and horrifically alien cephalyx. Though thankfully relatively rare in the Iron Kingdoms, both of these malignant beings of darkness cast long shadows on a world already soaked in the horrors of war. The chilling and mind-enslaving cephalyx first appeared in the *Monsternomicon Vol I* ™, and have now allied with Cryx (see page 11) to advance their mysterious plans to enslave humanity body and mind – a plot worthy of any horror film. By no means a lesser evil for their greater rarity, infernalists – corrupt wizards seeking power through brokered deals with alien intelligences from beyond Caen – threaten not just the body and soul but the fate of nations. In particular, one cabal (the so called Nonokrion Fellowship) may share some blame for building up the international tensions that lead to total war in Immoren (*IKWG* page 135).

In this spirit of villainy, we present the new Pendrake Encounter with the cephalyx and the infernalist prestige class herein as foils for your Full Metal Fantasy heroes just as, in the northern hemisphere at least, the days grow shorter, colder, and life begins to retreat as the shadows lengthen. These horrifying bad guys will arrive in your RPG campaigns just in time for your GM to craft Halloween tales for your, er, gaming pleasure.

So, what about horrifying monsters and villains so captures our attention? According to Forbes.com, horror films and DVD sales have pulled in a cool $1.5 billion worldwide over the past three years, and this broad genre will continue as a perennial favorite of movie audiences despite falling box office results for Saw IV, V, and VI. (Yes, six sequels; chilling in its own respect.) It seems we are wired to enjoy being scared. We seek it out.

But someone has to write those scary stories, movies, and in the case of RPGs, monster books. What's wrong with these people? Even Doug Seacat, one of the nicest guys on the planet in my opinion, gets positively giddy when describing the cruelties exhibited by the spoon-wielding, ocular-stealing glimmer imp of the *Monsternomicon Vol. II*™, a creature he relished (maybe a little too much) writing. He insists a spoon-wielding imp is humorous, but your PCs may think otherwise. I should point out that the demented mind that dreamed (nightmared?) up this monster belongs to Dan Brandt, our Press Gang Quartermaster, but Doug insisted on the eye-stealing imp's twisted delivery of eye patches to its victims. Obviously both of them have watched to many late-night horror films, much to our benefit for having creatures like the glimmer imp, twilight sisters, and sludge brute appear in the *Monsternomicon Vol. II*. In fact, we'll see more of the last two in upcoming No Quarter Pendrake Encounters.

As a GM, I relish the idea of great monsters and re-occurring villains making a regular campaign into a memorable one. On the battlefield, Cryx are simply the coolest looking bad guys I could ever hope to find. Except maybe the Skorne, a cruel and truly villainous HORDES faction whose models I also collect.

Maybe after reading this issue you'll have a suggestion or two. Bring your comments to our new blog at: **www.privateerpress.com/noquarter/blog** and we'll see if we can't get to the bottom of this. In the meantime, Happy Halloween.

As always,..

Play Like You've Got a Pair!

Nathan Letsinger

—Editor in Chief

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BOSUN'S CALL

LETTERS

Will No Quarter ever publish a chronology for the WARMACHINE storyline as it currently stands? I wouldn't mind seeing how the timeline of both HORDES and WARMACHINE fit together.

—John, from the Forums

We think that's an excellent suggestion, John. While there are so many threads running between the various characters (we have dozens of warcasters in print!) that we couldn't sum up every plotline, we could definitely see outlining the major plots and illuminating just what's at stake in the battles for control of western Immoren.

In the months preceding the release of *WARMACHINE: Legends*™ next fall, we plan to give you a synopsis of the major story and a deeper look into the leading characters.

After just perusing NQ issue 11, I looked at Grim Angus with a shocking realization—could the development team at Privateer Press be fans of the band Front 242? I ask because of the special rules and spells—Spread the Net, Bait the Line, Lock the Target, and most telling, the name of his gun: Headhunter! All of the previous are lines in the song "Headhunter" with the obvious one being the title.

—Simon, from the Forums

Well, the original names for Grim Angus' special rules were: Girls Just Wanna Have Fun, True Colors, and She Bop, so we'll let you decide if we're Front 242 fans or if Grim has a secret passion for mid-80s pop music. Ok, not really.

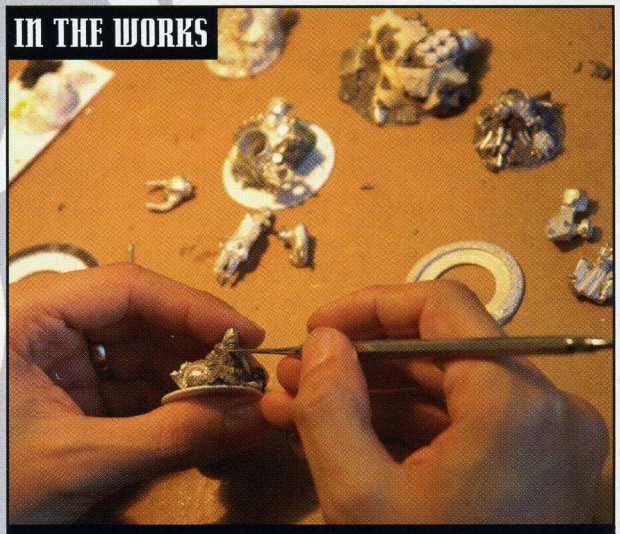
Mark Franzoni took his Titan Gladiator over to Rome for a little throw down. Gladiator...Colosseum? GET IT?!

Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

IN THE WORKS



Hobby Content Manager Rob Hawkins makes a mess of the battlefield with new Wreck markers. Coming soon!

NEWS FROM THE FRONT

News From the Front brings you recaps and advance information about WARMACHINE and HORDES related events from around the world. Is there a cool event taking place in your area? Tell us about it at: *submissions@privateerpress.com*

BAYOU WARS

Special thanks to David Dauterive (left) and Rob Miles for putting together a set of fantastic events.

Every year, miniatures gamers from all over the southern states converge in New Orleans for a three-day event of complete miniatures mayhem — Bayou Wars! Lured by the enticing offer of generous southern hospitality, PP staffers Matt Wilson, Adam Johnson, and Erik Breidenstein ventured bravely into the dark heart of the Big Easy.

Under the iron fist of former Executioner Award Winner Dave Dauterive (forum: Khador_Bear) and judge/jury, Rob Miles (forum: Bobby Hostile), WARMACHINE and HORDES players from as far away as the Florida panhandle came armed for the three-day slugfest. Day one gave attendees a chance to warm up and strut their stuff during a four round Steamroller III tournament. The day's victory went to Dan Zimmerman, but the celebration was only temporary as Saturday kicked off bright and early with five brutal rounds of Hardcore.

In a landmark event, Dave and Rob conducted a flawless Hardcore tournament, the first ever run without the direction of Privateer staff, and it went like Swiss clockwork! Trent Miles took the Mage Hunter Award, the bloodthirsty Will Pagani carried off the Executioner award, Will Hungerford walked away with the Vanquisher medal, and the talented Mr. Ryan Jaynes demonstrated his fantastic artistry to win as Master Craftsman. But we know that you really want to know how staffers Matt, Adam, and Erik did—they got schooled. All put up a hard fight, but in the end each only won a single game...although Matt's new Privateer army certainly looked impressive as opponent after opponent took it apart!

Day Three mellowed out with a little mixed Tour of Duty, and the players helped the staff work the kinks out of a new Tour of Duty format that will run at conventions this summer. In every respect, the event was amazing, and if you are close enough to get there next year, make sure you don't miss Bayou Wars. They'll be running another Hardcore tournament, and so long as they're still boiling crawfish, you might get to test your metal against some Privateer staff as well!

For more information about next year's Bayou Wars, visit:

www.bayouwars.org

LEAGUE CHAMPION WINS CUSTOM GRIND BOARD

Brian Giese of Madison, Wisconsin won a custom-built Grind board for taking first place in the Winter Season of the WARMACHINE Call to Arms league, complements of Misty Mountain Games, where he competed with several of his fellow WARMACHINE players in the six week league.

While ease of finding opponents and the great camaraderie at the table rank among the most reported reasons players enjoy a league, most also come for the official awards like the Season patches and pins. In that vein, many stores like Misty Mountain Games go above and beyond to provide even more awards for their players.

We were impressed not only with the studly Grind board that served as the first place trophy, but also their additional awards for the "Boastiest with the Mostiest" and "Underdog." Netting the most successful boasts wins you the first, and the player with the most losses takes home the Underdog prize. Win or lose, it pays to play at Misty Mountain Games.

We have selected Misty Mountain Games as the winner of the No Quarter Trophy Challenge (from NQ 10). They will receive a complementary Fall Season kit and a collection of WARMACHINE buttons for their players.

Is your store doing something big for the Call To Arms league? Let us know as the No Quarter Trophy Challenge continues, and we will select a winner for the Summer and Fall Seasons!

Email us the details at: **submissions@privateerpress.com**

UK GAME EXPO RESULTS

Several thousand descended on Birmingham, UK this spring to attend the UK Games Expo. Among them were rabid HORDES fans and stalwart WARMACHINE players ready to do battle for their factions in Steamroller tournaments, with additional awards for the best painted army and most sporting opponent. Our thanks to head judge Mike Dickinson, his crew of refs, and every one who attended. Full results at: **www.ukgamesexpo.co.uk/results.htm**
For more information about the UK Games Expo visit: **http://www.ukgamesexpo.co.uk**

SATURDAY 500 POINT WARMACHINE STEAMROLLER

Best of Cryx: Jim Lawrence (1st overall)
Best of Cygnar: Marc Gramatages (4th overall)
Best of Khador: Andrew Murchie (2nd overall)
Best of Mercenaries: Simon Millership (15th overall)
Best of Protectorate of Menoth: Tony Lines (16th overall)
Best Painted Army: Tony Lines
Random Painted Army: Colin Forster
Most Sporting Opponent: Colin Forster

SUNDAY 500 POINT HORDES STEAMROLLER

Best of Circle Orboros: Richard Darlington (2nd overall)
Best of Legion of Everblight: Jacky Yu (5th overall)
Best of Skorne: John Snape (1st overall)
Best of Trollblood: Kevin Johnson (4th overall)
Best Painted Army: Steve Bowditch
Random Painted Army: Marc Gramatages
Most Sporting Opponent: John Snape

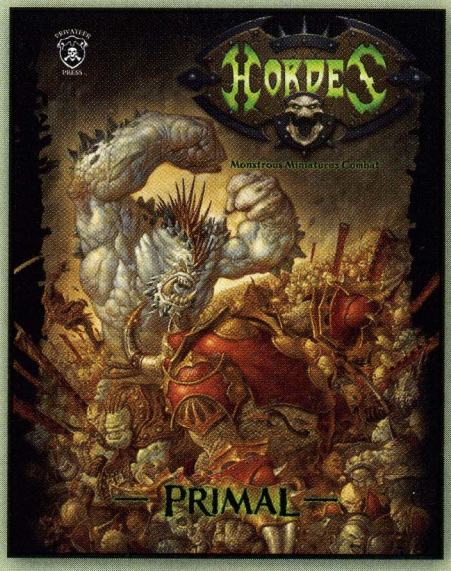
The winner of the Best Painted WARMACHINE Army

SUMMER HEATS UP WITH HORDES EVENTS

HORDES WINS 2006 GAME OF THE YEAR!

As of this writing the Summer Rampage league kit has sold out — meaning that over three hundred stores worldwide will have provided thousands of players with an opportunity to perform finishing moves on their opponent's models!

If you are looking for more HORDES related fun, check out the Evolution Stampede this fall. The Stampede is a one-day tournament with unique prizes held on Saturday, October 20th to celebrate *HORDES: Evolution*™. As its name suggests, HORDES cavalry models will very likely show up on the tables that day, though they are not required to play. Get more details about the Stampede on page 17.



HORDES: Monstrous Miniatures Combat won the 2006 Game of the Year at the Origins Awards this July. Our thanks go out to the players that cast their vote at Origins. Now, no matter if you prefer WARMACHINE or HORDES (or both!), you are not just playing your favorite game, but a world-recognized, award winning one to boot! We greatly appreciate you HORDES players for making HORDES the phenomena that it has become.

For more information about the Origins Awards visit:
www.originsgames.com/aagad

PRIVATEER PRESS VISITS ORIGINS

Privateer hosted WARMACHINE and HORDES open play throughout the four-day convention in Columbus, Ohio, as well as 500-point Steamroller 3 tournaments for both WARMACHINE and HORDES. Convention highlights included the always well-attended Midnight Madness, This event entails the most dedicated players playing from 8pm until the wee hours of the morning after downing copious amounts of requisite caffeine and being roused by Quartermaster Dan Brandt's cruel sea shanties, in which he answers the question that has long plagued pirate-kind: "What *do* you do with a drunken sailor?" Congratulations to Dave Voderberg for getting the bye in the fifth round.

The new card game Infernal Contraption and the long anticipated role-playing book *Monsternomicon Vol. II* both released at Origins.

THE FOLLOWING JOIN THE RANKS OF HARDCORE CHAMPS:

Jordan Hoover - Mage Hunter award for fastest 'caster kill

Justin Harring - Vanquisher award for best overall score

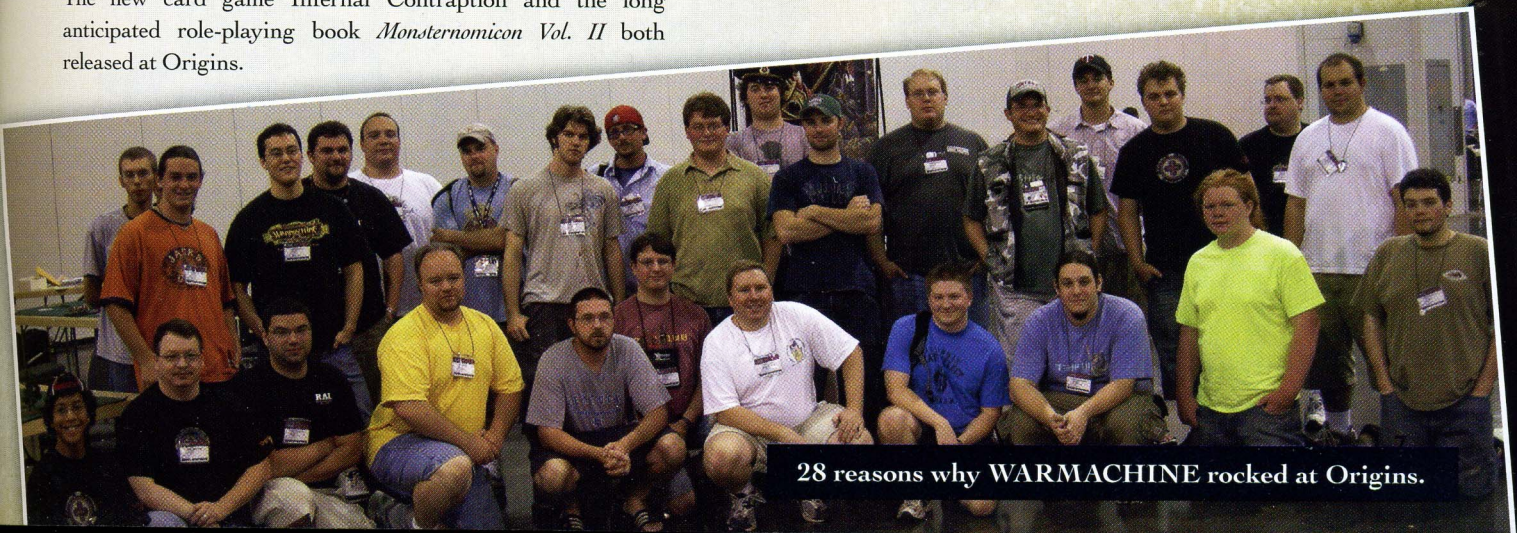
Joseph Wiederman - Master Craftsman award for best-painted army

Dan Schewe - Executioner award for most Victory Points

Congratulations to all who survived the Hardcore. You performed with excellence and made us proud!

For more information about Origins visit:
www.originsgames.com

This year, Privateer hosted a Hardcore tournament for the first time at Origins. Requiring 750-point fully painted armies, 7-minute turns, and iron stamina, Hardcore is not for the faint of heart or weak of knee.



28 reasons why WARMACHINE rocked at Origins.

NEW RELEASES

Kayazy Assassins Khador Allies

The *kayazy*, merchant-princes of the new Khadoran Empire, have long employed bands of skilled and ruthless blademen to settle scores. Now these private soldiers go south to protect their masters' investment in the war. With a swift dueling style honed on the pitiless streets, these casual killers easily avoid unfavorable fights to attack in a group and quickly dispatch even well armored foes.

Sculptor: Edgar Ramos • PIP 42007 $29.99 • PIP 42008 $9.99

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Trollblood Trollkin Long Riders

Sculptors: Jeff Grace & Steve Saunders

PIP 71025 $59.99

PIP 71026 $19.99

SEPTEMBER 2007

Circle Orboros Tharn Wolf Riders

Sculptor: Steve Saunders PIP 72024 $51.99 • PIP 72075 $16.99

NEW RELEASES

PRECURSOR KNIGHTS CYGNAR ALLIES UNIT BOX
SCULPTOR: TODD HARRIS • PIP 42001 $32.99 • PIP 42002 $10.99

CEPHALYX SLAVER AND DRUDGE MIND SLAVES CRYX ALLIES UNIT BOX
SCULPTORS: STEVE SAUNDERS & TODD HARRIS
PIP 42005 $29.99 • PIP 42006 $9.99

LEGION OF EVERBLIGHT BLIGHTED LEGIONNAIRES UNIT BOX
SCULPTOR: JOSE ROIG • PIP 73026 $32.99 • PIP 73027 $10.99

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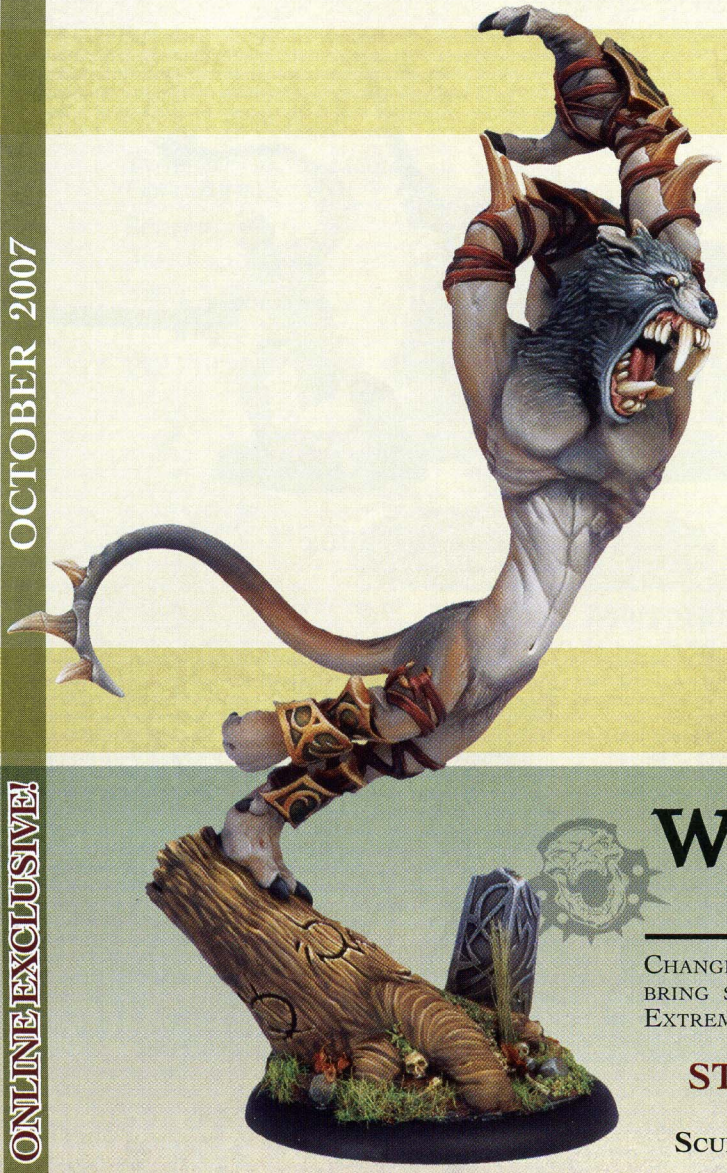
NEW RELEASES

Minion Farrow Bone Grinders

Bone grinders gather the parts of slain beasts to capture the energy latent in flesh. Their potent magic can steal the power from dead warbeasts for use by the bone grinder or his allies. Strongly connected to farrow culture, certain shrewd members of this species have long used this type of shamanism while fighting alongside other species.

Sculptor: Ben Siens • PIP 75012 $23.99 • PIP 75013 $11.99



Skorne Agonizer Solo

Sculptor: Gregory Clavilier
PIP 74029 $11.99

OCTOBER 2007

ONLINE EXCLUSIVE!

Warpwolf Extreme!

~ Online Exclusive! ~

Change is good! Get your own Warpwolf Extreme, and bring some terror to the battlefield. The Warpwolf Extreme is only available at:

STORE.PRIVATEERPRESS.COM

Sculptor: Jason Hendriks • PIP 72900 $49.99

WARMACHINE

~Allies~

By the ***Privateer Press Staff*** *· Art by* ***Mike Bruinsma, Eric Deschamps, Matt Dixon, Karl Richardson, Andrea Uderzo,*** *and* ***Matt Wilson***

Ongoing wars have stretched the limits of the great nations vying for supremacy across western Immoren. Difficult battles test the ingenuity of mechaniks, the courage of soldiers, and the tactical brilliance of officers and warcasters. War's chaos has given rise to both opportunities and dangers for those with a vested interest in the successes of one nation or another. These allies, war-ready and battle-eager forces, will risk their lives to ensure the dominance of the nation to whom they have linked their fates.

Each ally's motives vary according to their goals or desires. Moral rectitude inspires some, while others serve hidden agendas that require the victory of one nation before another. Some allies are simply a more discerning breed of mercenary, members of companies whose founding charters promised loyalty to a specific kingdom. Such men and women will not submit to army restrictions and chains of command, maintaining a veneer of independence. For better or worse, allies have chosen sides in the conflicts and must fight to preserve those to whom they have promised allegiance.

What is an Ally?

Allies are faction models who also may be fielded in mercenary contracts that include mercenaries that will work for their allied faction. This means these units benefit from faction specific spells, feats, and abilities when fielded with their allied faction.

Cephalyx Slaver

Cryx Cephalyx Ally Unit

Cephalyx Slaver	Cmd 9
SPD	6
STR	6
MAT	6
RAT	4
DEF	14
ARM	13

Prosthetic Blades

SPECIAL	POW	P+S
—	5	11

Damage	5
Field Allowance	2
Victory Points	2
Leader and 5 troops	67
Up to 4 Additional Troops	9ea
Base Size	Small

Ally

The Cephalyx Slaver & Drudge Mind Slaves are Cryx models that can be included in mercenary contracts that specify them as eligible participants.

Cephalyx Slaver

Anatomical Precision - If a Cephalyx Slaver's melee damage roll fails to exceed target living model's ARM, the target automatically suffers one damage point.

Fearless - A Cephalyx Slaver never flees.

Floating - During its activation, the Cephalyx Slaver ignores movement penalties from rough terrain and obstacles.

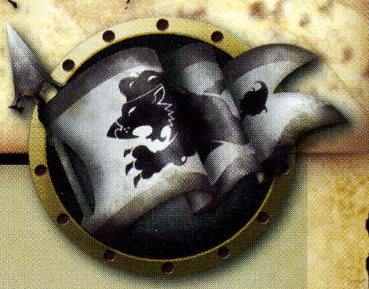
Flying Steel - The Cephalyx Slaver may make d3 initial attacks with its Prosthetic Blades each activation.

Mental Static (★ Action) - Target enemy model/unit within 8" of the Cephalyx Slaver cannot give or receive orders for one round.

Sacrificial Pawn - Whenever the Cephalyx Slaver is directly hit by an enemy ranged attack, his controller may choose to have a Drudge Mind Slave in the Cephalyx Slaver's unit within 3" of him and in his front arc directly hit instead. The Drudge Mind Slave is hit automatically and suffers full damage and effects.

Drudge Mind Slaves

Cryx Cephalyx Ally Unit



One needn't die to be transformed into a walking nightmare. I'd fire a bullet into my skull before letting the mind-rapers get their knives into me.

—Professor Viktor Pendrake, Corvis University

Drudge					Cmd 3
SPD	STR	MAT	RAT	DEF	ARM
5	8	5	2	11	15

Drudge Weapon		
SPECIAL	POW	P+S
—	5	13

Base Size: Small

Drudge

Cephalomek - Drudge Mind Slaves in formation with the Cephalyx Slaver at the start of the unit's activation gain one of the following Cephalomek effects. All Drudge Mind Slaves gain the same effect. Cephalomek effects last one round.

- **Extension** - Affected Drudge Mind Slaves gain Reach. A model with Reach has a 2" melee range.
- **Kill Drive** - Affected Drudge Mind Slaves gain Berserk. Every time a model with Berserk destroys another model with a melee attack, it must immediately make one melee attack against another model in its melee range, friendly or enemy.
- **Wrecking Crew** - Double the POW of affected Drudge Mind Slaves' Drudge Weapons against knocked down targets.

Eyeless Sight - A Drudge Mind Slave ignores Camouflage, cloud effects, concealment, forests, Invisibility, and Stealth when declaring charges or making attacks.

Fearless - Drudge Mind Slaves never flee.

Head-butt (★Attack) - The Drudge Mind Slave makes a head-butt attack with the same effect as a head-butt power attack.

Mental Assist - Drudge Mind Slaves within 3" of the Cephalyx Slaver leading the unit gain +2 to melee attack rolls.

Mindless - Drudge Mind Slaves can only receive orders from the Cephalyx Slaver leading the unit.

Tough - When a Drudge Mind Slave suffers sufficient damage to be destroyed, its controller rolls a d6. On a 5 or 6, the Drudge Mind Slave is knocked down instead of being destroyed.

Dread creatures beyond mankind's understanding lurk in the caverns below the surface of Immoren. These terrifying, leather-garbed creatures called cephalyx, also known as "mind-rapers", conduct twisted experiments with a unique science called cephalomek that blends artifice, biology, and enslavement. Entirely removed from the surface world and detached from the weakness of compassion, cephalyx float above the ground by inexplicable means and command a host of powerfully muscled, disposable warrior-slaves called drudges.

Cephalyx submit their captured victims, often humans, to painful surgery. They saw open a victim's skull to insert into the brain-matter cruel devices designed to sever specific portions of the drudge's mind and render them tractable. The resulting imposing but mindless warriors obey every telepathic impulse from their emotionless masters.

Cephalyx clearly consider humanity a clinically interesting species but otherwise insignificant, and view humans with arrogant disdain. Cephalyx take as proof of their mental superiority the ease with which they interfere with the minds of lesser species. Even from a distance, they can unleash waves of agonizing mental energies that disrupt coherent thought. The only contact with a mind slaver a human can expect takes the form of brief glimpses as drudges drag him down into the tunnels and the experiments begin. None so taken ever return intact. The cephalyx "enhance" these subjects in laboratories by amputating and replacing limbs with an assortment of ingenious weaponry, including whirling serrated blades, grooved drills that can penetrate iron or steel, lengthy razor-edged clippers capable of severing limbs in an instant, or weighty chained flails.

The exact nature of the arrangements between the Cryxian Empire and the cephalyx remains unknown, the goals and directives withheld from lesser servitors on either side, but whispers among the necrotechs point to Lich Lord Thalassina. Whatever the specific conditions of their alliance, cephalyx have begun to rise from their tunnels to march alongside the undead and lend their talents to the subjugation of the mainland.

Precursor Knights

Cygnar Morrowan Ally Unit

Chaplain					Cmd 9
SPD	STR	MAT	RAT	DEF	ARM
6	6	8	4	13	14
Knight					**Cmd 7**
SPD	STR	MAT	RAT	DEF	ARM
6	6	7	4	13	14
Blessed Mace					
SPECIAL			POW	P+S	
Multi			6	12	
Leader and 5 Troops					67
Up to 4 Additional Troops					10ea
Field Allowance					2
Victory Points					2
Base Size					Small

Ally

Precursor Knights are Cygnar models that will work for mercenary contracts that include mercenaries that will work for Cygnar.

Animosity - Precursor Knights cannot be included in an army that includes undead models.

Chaplain

Leader

Shield Wall (Order) - Every Precursor Knight who received the order who is in tight formation with the Chaplain at the end of the unit's movement gains +4 ARM. If the Chaplain is no longer on the table, the largest tight formation group forms the shield wall. If there is more than one group with the largest number of troopers, the unit's controller decides which group forms the shield wall. A trooper that did not receive the order cannot join the shield wall. This bonus does not apply to damage originating in the model's back arc. Models that do not end their movement in tight formation do not benefit from the shield wall. This bonus lasts for one round.

Victory won without faith or honor is in truth lasting defeat.

—Motto of the Precursor Knights, drawn from Morrow's words in the Enkheiridion

Unit

Fearless - Precursor Knights never flee.

Healing Touch (★Action) - Remove one damage point from a friendly living warrior model in base-to-base contact with the Precursor Knight.

Spell Ward - A Precursor Knight cannot be targeted by spells, friendly or enemy.

Blessed Mace

Balefire - Blessed Mace attacks gain an additional damage die against undead models.

Blessed - The Blessed Mace may damage models only affected by magic attacks. When making a Blessed Mace attack, ignore spell effects that add to the target's ARM or DEF. A Precursor Knight may charge incorporeal models.

Knock Back - Enemy models hit by a Blessed Mace may be be pushed 1" directly away from the attacking model immediately after resolving the damage roll. The attacking model may then move up to 1".

Western Immoren has seen its share of horrors, but the violence of this war has challenged the faith of even veteran soldiers. The Precursor Knights stand resolutely at the forefront of the worst battles. These armored warriors serve the Morrowan faith in the bloody clashes between mankind and against the unholy terrors preying on body and soul. Precursors value peace but know well that only bloodshed can resolve some conflicts.

Precursors follow a strict code of honorable conduct to bring the virtues taught by the warrior-philosopher Morrow and his martial ascendants to the battlefield. They hold to the conviction that war does not excuse depravity, and victory does not excuse immorality. Their sacred dictates include ensuring the proper burial of the dead, and they take equal care with the corpses of enemies and comrades alike. They gladly lay down their lives in battle to preserve the safety of innocents or to take even one step closer to a lasting peace.

While Morrow is worshiped across the region, Precursors are a distinctly Cygnaran knightly order. Originally sanctified on the holy grounds of Caspia's Archcourt Cathedral, they occupy a number of far-flung fortress monasteries. Precursors dwelling in these strongholds watch Cygnar's rugged western coastline and add their strength of arms to the Third Army's vigil against Cryx. The pious men and women of this order join Cygnaran soldiers in the field, following their path to wherever Morrow's faith is threatened or the innocent require protection. By the blessings of Ascendants Katrena, Solovin, and Markus, their prayers knit injured flesh together and protect them from malignant magic. Hope is a rare commodity in these troubled times, but so long as the Precursor Knights endure they will remain a shining beacon keeping the darkness at bay.

Kayazy Assassins

Khador Kayazy Ally Unit

Make him an offer he won't refuse.

—A *kayazy* underboss giving orders to his capo

Khadoran kommanders and kommandants have earned their share of glory and triumphs, but others seek to profit from recent conquests. The *kayazy*, merchant-princes and leaders of industry in Korsk, Khardov, Ohk, and other great Khadoran cities, have supported the war with hard work and coin. These scheming manipulators have long preserved their interests by employing highly skilled killers. *Kayazy* often send such assassins against their rivals in the bloody games of Khadoran commerce. These deadly emissaries, lacking honor but not skill, work together to surround and slaughter an enemy with dozens of brutally accurate thrusts from their plunging blades. At the instruction of their *kayazy*, these tight-knit groups of assassins have come south to bring their honed skill at swordplay and murder to the battlefield. In this fashion the merchant-princes assure that their profits continue unimpeded by the vagaries of military command.

Drawn originally from the most ruthless and skilled street gangs in the larger Khadoran cities, these grim killers survived amid harsh alleyways by slitting the throats of those who would do the same to them. Serving the *kayazy* as an assassin brings a measure of respect and status, and these ruthless men and women climbed the ranks of the underworld on a rising pile of corpses to gain the patronage of their influential masters. Many soldiers feel uncomfortable around these murderous duelists, but none can fault their skill and efficiency.

These blademen learned to fight, not just ambush, and mastered the duelist's art in a school where failure had deadly consequence. They fight in the Korsk style, wielding a thrusting blade in one hand while using their cloak as a shield in the other to entangling a foe's weapon or arm before striking. *Kayazy* assassins boast swordplay expertise the equal or better of pompous blade masters of noble lineage. Few can stand against the flurry of flashing blades as several assassins close in at once on their chosen victim.

Ally

Kayazy Assassins are Khador models that will work for mercenary contracts that include mercenaries that will work for Khador.

Capo

Leader

Unit

Parry - A Kayazy Assassin cannot be targeted by free strikes.

Riposte - When a Kayazy Assassin is the target of an enemy melee attack that misses, he may immediately make a melee attack targeting the attacking model if it is within his melee range.

Stealth - All attacks against a Kayazy Assassin from greater than 5" away automatically miss. If a Kayazy Assassin is greater than 5" away from an attacker, he does not count as an intervening model.

Ventilate - When a Kayazy Assassin hits an enemy warrior model with a melee attack during his combat action, the model suffers a normal damage roll after which it suffers one additional damage point for each other Kayazy Assassin in this unit with the model in its melee range.

Capo					Cmd 8
SPD	STR	MAT	RAT	DEF	ARM
6	6	8	4	14	11
Blademan					**Cmd 6**
SPD	STR	MAT	RAT	DEF	ARM
6	6	7	4	14	11

Assassin Blade		
SPECIAL	POW	P+S
—	4	10

Leader and 5 Troops	64
Up to 4 Additional Troops	10ea
Field Allowance	2
Victory Points	2
Base Size	Small

Idrian Skirmishers

Protectorate Idrian Ally Unit

Rhaz					Cmd 8
SPD	STR	MAT	RAT	DEF	ARM
6	6	7	6	14	12
Nomad					**Cmd 6**
SPD	STR	MAT	RAT	DEF	ARM
6	6	6	5	14	12

Rifle			
RNG	ROF	AOE	POW
12	1	—	10

Kopis		
SPECIAL	POW	P+S
Brutal Charge	4	10

Leader and 5 Troops	70
Up to 4 Additional Troops	11ea
Field Allowance	2
Victory Points	2
Base Size	Small

Ally

Idrian Skirmishers are Protectorate models that will work for mercenary contracts that include mercenaries that will work for the Protectorate.

Rhaz

Intercept (Order) - Every Idrian Skirmisher who receives this order must advance. When an enemy model ends its normal movement within 6" and LOS of an Idrian Skirmisher who received this order, the Idrian Skirmishers in this unit may intercept. All unengaged models in the intercepting unit who received this order must immediately run or charge. This order then expires.

Leader

Unit

Advance Deployment - Place the Idrian Skirmishers after normal deployment, up to 12" beyond the established deployment zone.

Bushwhack - The Idrian Skirmishers may make ranged attacks before moving. After all Idrian Skirmishers in the unit have completed their attacks, Idrian Skirmishers in the unit may advance normally but can take no additional actions.

Walk alone into the sands where the nomads dwell. Only if you return alive will you have earned my respect.

—Amon Ad-Raza to a Sulese priest

Camouflage - An Idrian Skirmisher gains an additional +2 DEF when benefiting from concealment or cover.

Coordination - Idrian Skirmishers in this unit can ignore other models in this unit when drawing LOS. An Idrian Skirmisher can move through other models in this unit if he has enough movement to move completely past the other models' bases.

Pathfinder - During his activation, an Idrian Skirmisher ignores movement penalties from, and may charge across, rough terrain and obstacles.

Swordmaster - An Idrian Skirmisher may make one additional melee attack.

Kopis

Brutal Charge - An Idrian Skirmisher gains +2 to Kopis charge attack damage rolls.

Western Immoren holds few more dangerous or unpredictable regions than the sweeping barrens east of Cygnar and the Protectorate of Menoth known as the Bloodstone Marches. For centuries, the Idrian tribes alone have lived amid the dunes. These brave nomads carved out a life amid the hazards of this desert, overcoming the environment and the many hostile creatures stalking the sands. Skirmishers, noted for skill with both rifle and blade, have long served as the guardians of their homelands.

Years spent leading ambushes in silence among shifting sands have given the rhaz who lead these warriors a remarkable level of deadly coordination and adaptive cunning. They rise up from the sands to intercept enemy forces sent to root them out, giving a startling battle cry as they close swiftly for the kill often before their adversaries can react. Many of their *kopis* blades have passed from generation to generation for centuries, while the adoption of the rifle is more recent, picked up in trade at border towns such as Ternon Crag.

While the majority of the varied Idrian peoples converted to the worship of Menoth after the great earthquake in 504 AR, not all of these men and women joined the Protectorate. Some tribes heeded the word of Menoth but proved unwilling to leave the dunes and oases of their people. In recent years, Idrians within the Protectorate have gone forth to meet with these distant kinsmen and convince them of a common cause. While some skirmishers fight pragmatically for coin, others display true faith. They are eager to end the lives of blasphemers by the explosive report of their rifles or the silent strike of a *kopis* deep into vitals.

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Shifting Sands, Shifting Fate

No Quarter Battle Reports puts you in the thick of the fight. Get inside the head of each player, learn their tactics and strategies, and see their mistakes and brilliant epiphanies.

By **Kevin Clark** and **Chris Walton** · Art by **Chippy**, **Lucio Parillo, Brian Snoddy,** and **Chris Walton**

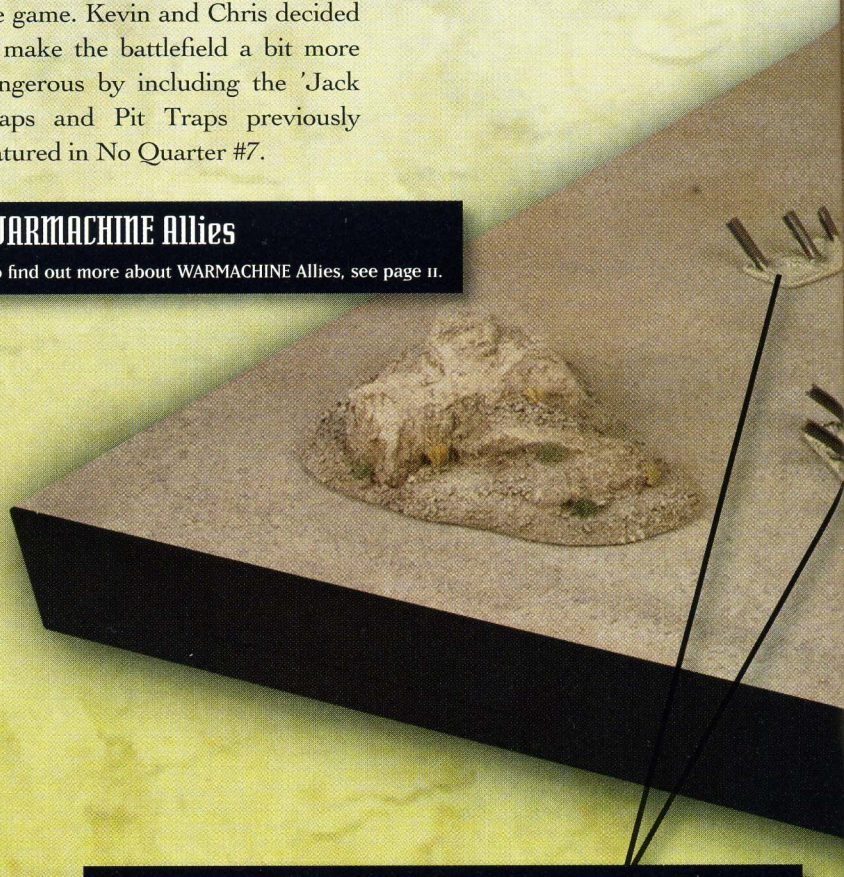
This battle report takes us to the harsh desert and stark rocky outcroppings along the coast of the Protectorate of Menoth, where the Menites defend their homeland from the incursions of Cryxian raiders. We decided to match up veteran Kevin Clark against one of Privateer Press' newest members, Concept Artist Chris Walton. Seeing as Kevin and Chris work across from each other, the chance to watch their rising office stress explode on the battlefield proved too tempting to resist.

With the release of the new Allies, Kevin and Chris had a chance to take their respective factions' new units out on the battlefield and see how they stood up against each other. Kevin included two units of Idrian Skirmishers—fierce nomadic desert warriors—in his Protectorate army. Opting to play Cryx, Chris eagerly grabbed up the Cephalyx and their Drudge Mind Slave minions. These units' new tactics and special abilities ensured that both of these experienced players would have to stay on their toes.

Kevin and Chris both went light on warjacks and heavy on troops, with a staggering 97 models at the start of the game. Kevin and Chris decided to make the battlefield a bit more dangerous by including the 'Jack Traps and Pit Traps previously featured in No Quarter #7.

WARMACHINE Allies

To find out more about WARMACHINE Allies, see page 11.



'Jack Traps

Depending on the height, 'Jack Traps are either obstacles or obstructions. 'Jack traps have ARM 20 and can suffer 10 damage points per inch. The 'Jack Traps used in this battle report are treated as obstructions.

The Battlefield

This battle takes place in the arid desert somewhere along the Protectorate's coast. Cryxian invaders and their cephalyx allies plan on taking over a long-abandoned shrine in order to perform unspeakable experiments. Needless to say, the servants of Menoth, bolstered by their own Idrian skirmisher allies, are not going to let this happen! The battlefield is littered with old (and forgotten) traps and pits from previous battles, making the terrain treacherous for both sides.

This battle report makes use of some of the special terrain rules originally published in No Quarter #7. The callouts explain the rules for using the special terrain elements.

Pit Traps

Models cannot voluntarily enter a Pit Trap. A model pushed, slammed, or thrown into a Pit Trap cannot be recovered during the battle and is removed from play.

Cryx

Chris Walton

Chris' Cryx Army

Model/Unit	Points/VP	
Lich Lord Terminus	102 / 5	TM
Harrower	125 / 3	HA
Deathripper	38 / 1	DR
Nightwretch x2	88 / 1 ea	NW
Mechanithralls (10) x3	189 / 2 ea	MT
Cephalyx (9 Drudges) x2	206 / 2 ea	CX DR
Total	**748**	

Troop Selection

When it came to choosing a warcaster, Lich Lord Terminus was my first and most obvious choice. In the past, I've played subtle lists with the Iron Lich Asphyxious or the Witch Coven of Garlghast that involve maneuvering bonejack swarms into place and then blasting the opposing warcaster into necrotite dust. This time I wanted to try something slightly more direct. Terminus is a melee monster and I intend to play to this strength. My basic plan revolves around cramming Terminus right down the throat of Kevin's warcaster while tying up the rest of his army with a morass of infantry.

Now that I have my 'caster I need an army. I knew I wanted a very strong troop presence to take advantage of Terminus' Sacrificial Pawn ability and Shadow of Death and Demoniac spells. I began with a solid core of 30 Mechanithralls to flood the board. After taking so many models, I thought "Y'know what would make this better? More troops!" Unfortunately I had hit the maximum Field Allowance

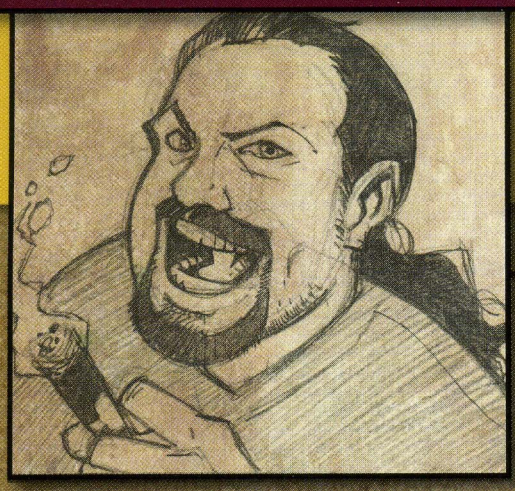
for mechanithralls. The new Allies, however, provided the solution. Enter the Cephalyx Slaver and Drudge Mind Slaves.

With FA 2, I could easily squeeze in twenty more troops and beef up my force to fifty models. The Cephalyx and Drudge Mind Slaves increase both my army's quantity and its quality. The Drudges are brutal melee models and their natural Tough ability dovetails nicely with my battle plan. With all these mechanithralls benefiting from Shadow of Death and the Drudge units holding my flanks, I will be rolling a lot of Tough tests.

After mustering the men, so to speak, I moved on to warjacks. Since I know I'm playing against the Protectorate, I can reasonably depend on Kevin to A) bring lots of troops and B) deny me the ability to shoot at his warjacks. This made the Harrower a reasonable choice. Its AOE attack should deal with the first problem, and I just need to learn to live with the second.

A selection of bonejacks filled out my army. I didn't feel compelled to bring a lot of the little buggers, as I had settled on a melee solution to my problems, but bonejacks are nimble, fast threats that opponents can't ignore. Even discounting their arc nodes, the 'jacks themselves should be awesome for slamming and clearing charge lanes.

So that's it then. The plan is pretty simple. Hopefully sticking to it and not being distracted by what Kevin brings will prove as simple.



Protectorate of Menoth

Kevin Clark

Troop Selection

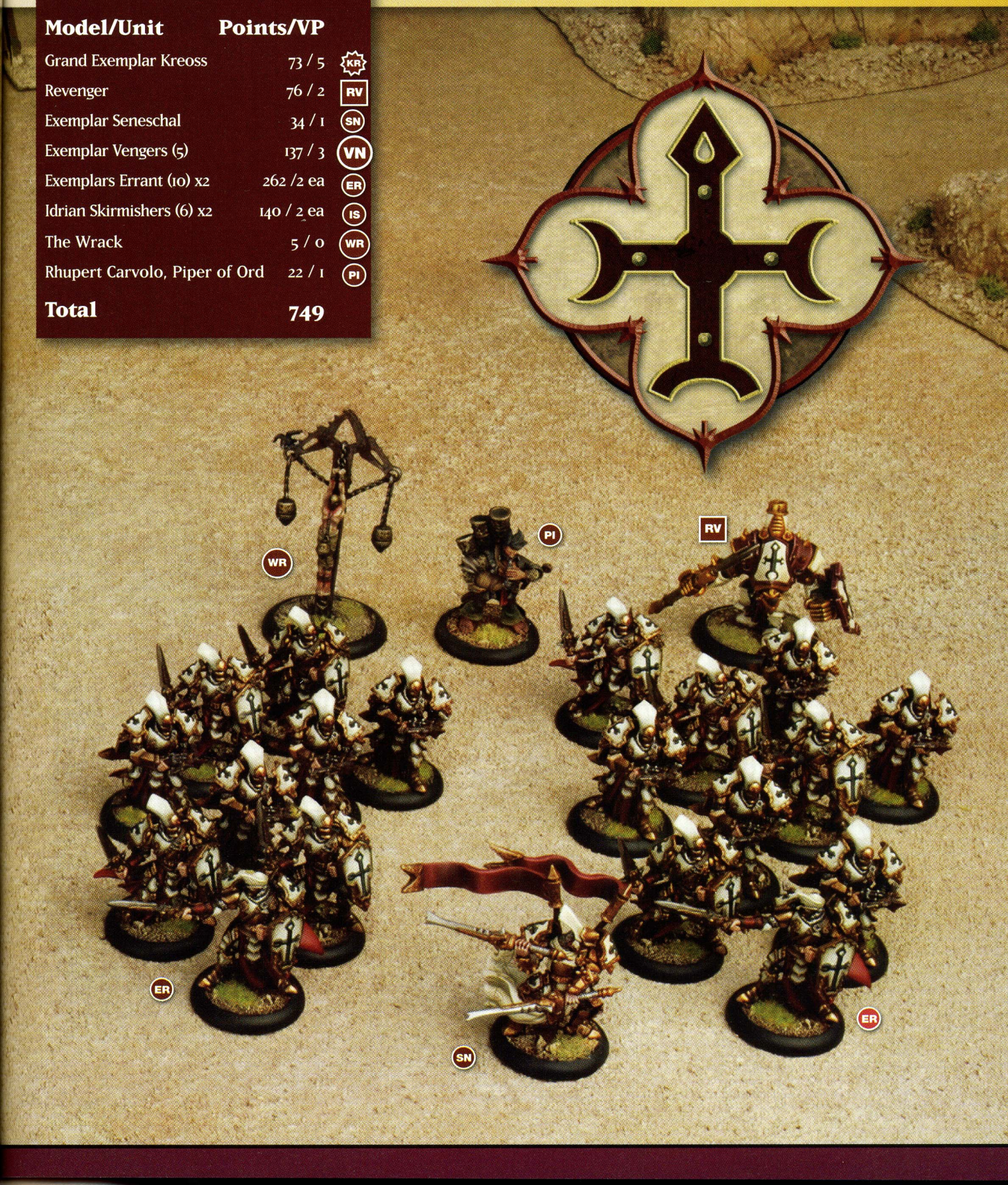
I set out to make an Advanced Deployment Protectorate army I have had rolling around in my head since we playtested the Idrian Skirmishers. The idea is simple. Start with the Idrians as close to your opponent as possible and use Intercept (see page 26) to stop him from marching across the table. Follow this up with masses of fire from blessed Knights Errant. Clean up with Vengers and Kreoss. I only regret that I couldn't fit in Eiryss. I'll find a way next draft.

This army is full of strong melee troops. I took Epic Kreoss for this list for a few reasons, his feat being first and his Elite Cadre being second. That +1 RAT is going to be great with 20 Knights Errant on the table.

This list shines if you have first turn. It allows you to immediately take the aggressive position and see your enemies driven before you. If you don't get the turn, take a slightly more conservative approach. The basic idea is to deploy in such a way that you will be able to stop your opponent wherever he goes and give him no more ground.

Kevin's Protectorate Army

Model/Unit	Points/VP	
Grand Exemplar Kreoss	73 / 5	KR
Revenger	76 / 2	RV
Exemplar Seneschal	34 / 1	SN
Exemplar Vengers (5)	137 / 3	VN
Exemplars Errant (10) x2	262 /2 ea	ER
Idrian Skirmishers (6) x2	140 / 2 ea	IS
The Wrack	5 / 0	WR
Rhupert Carvolo, Piper of Ord	22 / 1	PI
Total	**749**	

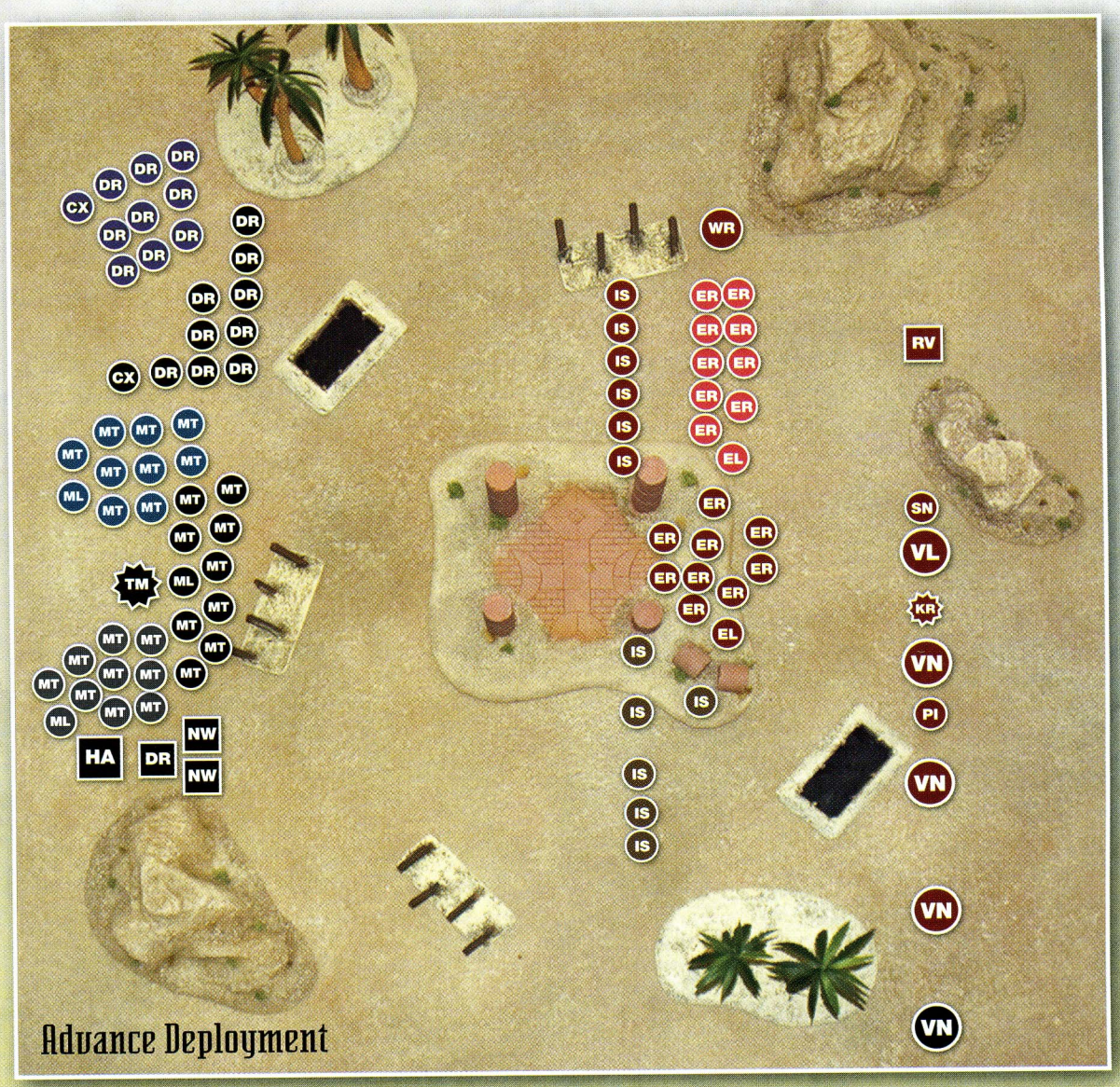


Protectorate • Kevin

I set up the Vengers on my left flank to force Chris' hand on how he deploys. The Vengers are fast and I can redeploy them quickly if needed. Grand Exemplar Kreoss goes right up front center with the Revenger on my right and the Piper of Ord on my left, also deployed as far up as possible. I have to remember to trail a few of the Idrians back so that the Piper can reach them with his songs on the first turn. All in all, a pretty standard deployment, other than the 33 models not on the table yet.

Cryx • Chris

Because of the nature of Kevin's "ghost army", I decided on a pretty conservative deployment. I surrounded Lich Lord Terminus with Mechanithralls to create a nice healthy meat shield, and I kept most of my units in the center to deal with anything Kevin decides to charge towards me. I tried to counter his Vengers on my right flank with my quick-moving bonejacks, who will hopefully play pinball with his cavalry at some point. I placed my two Cephalyx and Drudge units on my left flank to mass their strength in hopes that they will put a pincer move on Kevin's own flank.



Advance Deployment

Advance Deployment

Protectorate • Kevin

My army has now taken the table. The plan of baiting Chris with my Vengers on the left seems to have failed, as he completely ignored their presence. Oh well, I guess we'll do this the hard way. I have the Idrian Skirmishers on both flanks. They are the first punch of this army. Their job is to deliver hurt as quickly as they can and be the largest speed bump this Cryx army has ever seen. The two full units of Knights Errant are slightly behind the Skirmishers, forming what I like to call the "second punch to his face." The Vengers and Kreoss are my best tools against Terminus with his high ARM. I hope they seal the deal. You will notice that I deployed one of my Idrian Skirmishers on my left flank farther back so the Piper of Ord's singing can reach him on the first round to give that unit an additional 2" of movement. They're "friendly" and only want to get closer to my good buddy Chris. Is that so wrong?

Advance Deployment

Cryx • Chris

After seeing Kevin's advance deployment (and lacking any advance deployment of my own), I realized this will be a challenge of the "Super Friends" variety, where my Solomon Grundy, in the form of Lich Lord Terminus, will hopefully beat the snot out of his Batman, in the form of every model that he has. At least it won't be a long trip!

Round 1

Turn 1

Protectorate • Kevin

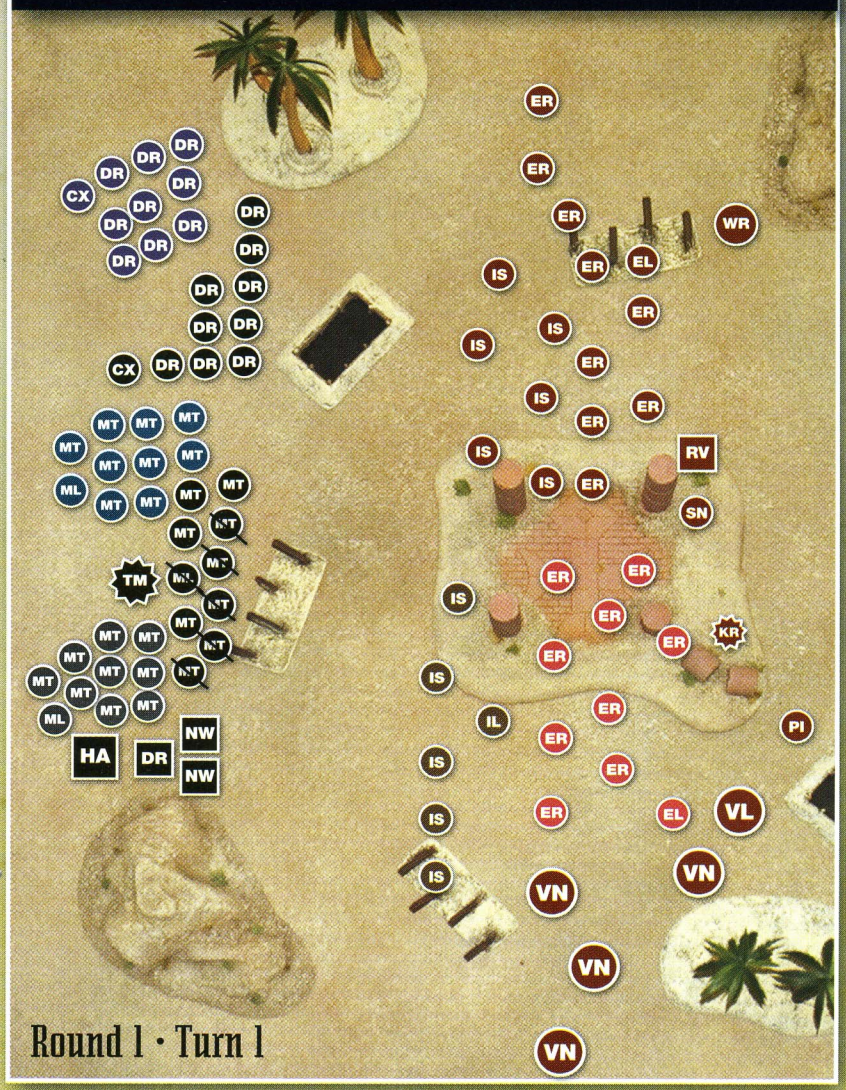
I began by allocating a focus point to the Revenger so it could run and kept six focus points on Kreoss for spells. The Idrian Skirmishers unit on my right flank received the Intercept order (see callout), and I spread them out to minimize his ability to tie them up and negate the Intercept attacks I intend to use on his face. They took some shots at the Mechanithralls in the center who (other than one that, I think, jumped in front of the shot because he felt bad about the Idrians' poor marksmanship) continue to stand due to bad dice. The Knights Errant behind them advanced and spread out in preparation for the second wave. The Revenger ran to within 6" of the Idrians on my right. The Seneschal ran up and took cover. Rhupert Carvolo warmed up his pipes, advanced, and played March on the Idrian Skirmishers on the left flank. These Idrians activated next, received the Intercept order, and advanced into the face of the Cryx army. This unit boasted all the marksmen; they took out five more Mechanithralls including a unit leader. The other unit of Knights Errant moved up behind the Skirmishers to continue preparation for their upcoming romantic encounter with the mechanized undead.

Kreoss then activated and cast Sacrosanct through the Revenger onto the Idrian Skirmishers, followed by Hallowed Avenger on himself and Inviolable Resolve on the Vengers. The Grand Exemplar then charged at a model outside his range, in order to get the additional movement that he needed to get into the thick of battle. I finished the turn by moving the Vengers up the left flank.

Idrian Skirmisher Order

INTERCEPT (ORDER) -

Every Idrian Skirmisher who receives this order must advance. When an enemy model ends its normal movement within 6" and LOS of an Idrian Skirmisher who received this order, the Idrian Skirmishers in this unit may intercept. All unengaged models in the intercepting unit who received this order must immediately run or charge. This order then expires.



Round 1 · Turn 1

Cryx • Chris

The Protectorate's initial push across the battlefield was nowhere near as horrific as I feared. I kept all of Terminus' focus on him and began my activations. My Nightwretches legged it toward the Idrians on my right flank. The Idrian Skirmisher's Intercept order is really hard to get around! I figured out that the only way to interrupt the Intercept is to bait them with something that doesn't really matter and force them to use the ability prematurely. I ran my bonejacks up to the Idrians so they would charge and engage the 'jacks in melee. Kevin did this happily, but I had a trick in store for him! Haha!

The Deathripper snuck up behind the other bonejacks engaged with the Idrians. Terminus ordered the now leaderless Mechanithrall unit to charge, and then channeled Annihilation onto the engaged Nightwretch. The spell did not damage the bonejack, but it horribly killed the Idrians engaging it. Not quite finished, Terminus let loose with a gout of Dragon Fire on the two remaining Idrians and sent them for a face-to-face chat with Menoth. Witnessing this horror, the last Idrian failed his morale test and made for the open desert. I ran my bonejacks up to the Idrians so they would engage, cluster together, and make an easy target for Annihilation. It worked perfectly—Kevin thought that I was just going to engage the Idrians. Fooled you!

All of the Mechanithralls surged forward. Both the Cephalyx Slavers used the Extension ability to give all the Drudges Reach (see callout). With their "extend-o-matics" out, the flank full of Drudges should prove painful for Kevin by tying up his units. The Harrower let loose with a shot, but failed to do much of anything. If my die rolls continue this way, I'm going to have a horrible next couple of rounds.

CEPHALOMEK

Drudge Mind Slaves in formation with the Cephalyx Slaver at the start of the unit's activation gain one of the following Cephalomek effects. All Drudge Mind Slaves gain the same effect. Cephalomek effects last one round.

• Extension - Affected Drudge Mind Slaves gain Reach. A model with Reach has a 2"melee range.

• Kill Drive - Affected Drudge Mind Slaves gain Berserk. Every time a model with Berserk destroys another model with a melee attack, it must immediately make one melee attack against another model in its melee range, friendly or enemy.

• Wrecking Crew - Double the POW of affected Drudge Mind Slaves' Drudge Weapons against knocked down targets

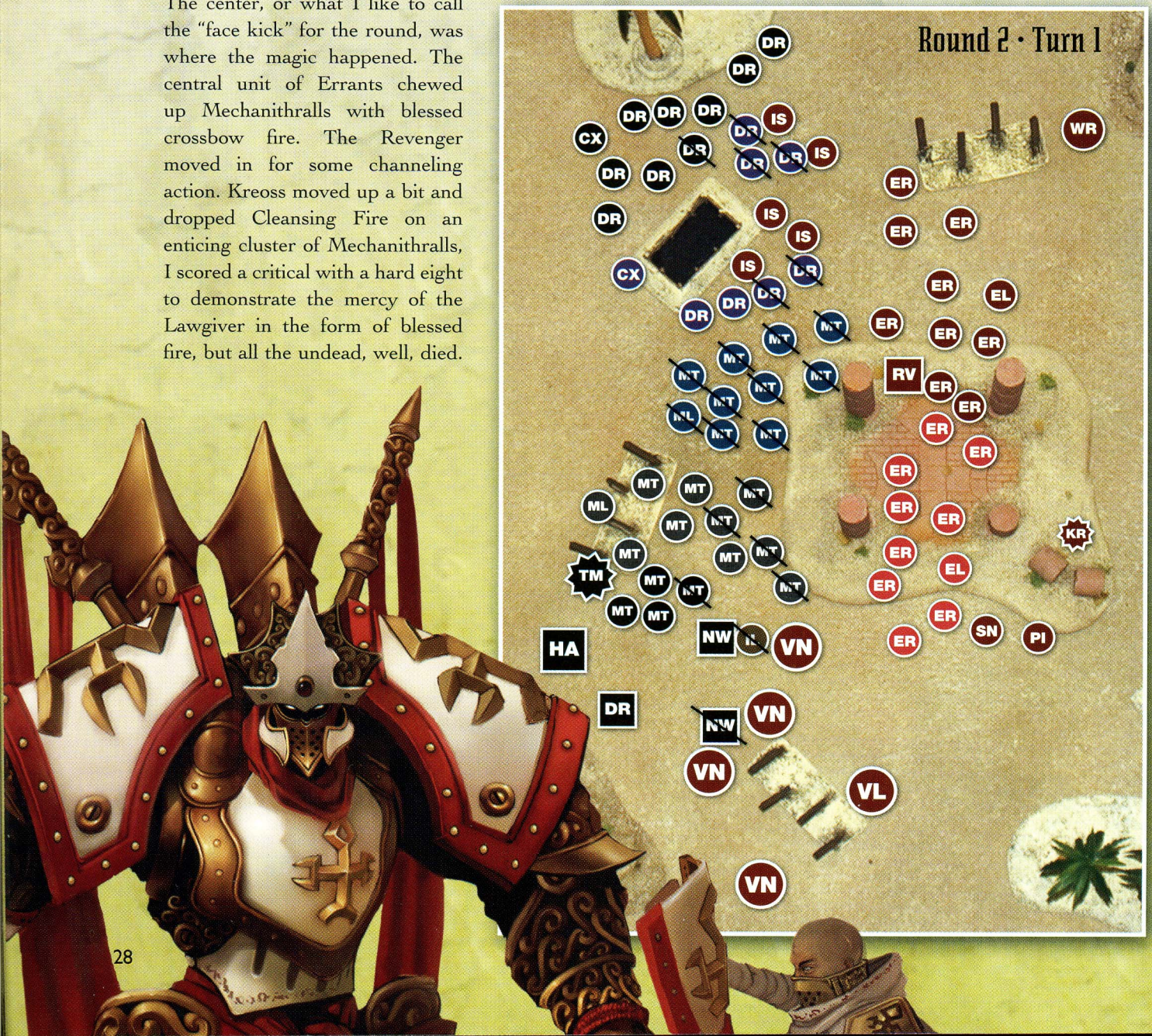
Round 2

Turn 1

Protectorate • Kevin

Kreoss upkept Hallowed Avenger and Inviolable Resolve and held the rest of his focus to do Menoth's work. The Idrians on the right did well enough against the Drudges. They received the Intercept order just in case I managed to clear out all the models around them. The second punch of the Errants did quite well against the second unit of Drudges and almost got to the Cephalyx. The center, or what I like to call the "face kick" for the round, was where the magic happened. The central unit of Errants chewed up Mechanithralls with blessed crossbow fire. The Revenger moved in for some channeling action. Kreoss moved up a bit and dropped Cleansing Fire on an enticing cluster of Mechanithralls, I scored a critical with a hard eight to demonstrate the mercy of the Lawgiver in the form of blessed fire, but all the undead, well, died. The Idrian that fled got bashed to death by a bonejack, which worked out well for him. Cowards find themselves on the wrack! The Vengers cleaned up a bonejack on its left and set themselves up for a nice countercharge should the lich lord decide to stick around. The Piper of Ord sung a little ditty called Dirge of Mists on the Vengers, giving them +1 DEF and Terror (which proved worthless against this enemy). The Seneschal ran to the left side of the table to get into position.

This turn went extremely well for me, as demonstrated by the center of Chris' army doing their best impression of fertilizer. Despite the fact that everything went great, I have a feeling that my army is going to get sucker punched during Chris' turn.



Round 2

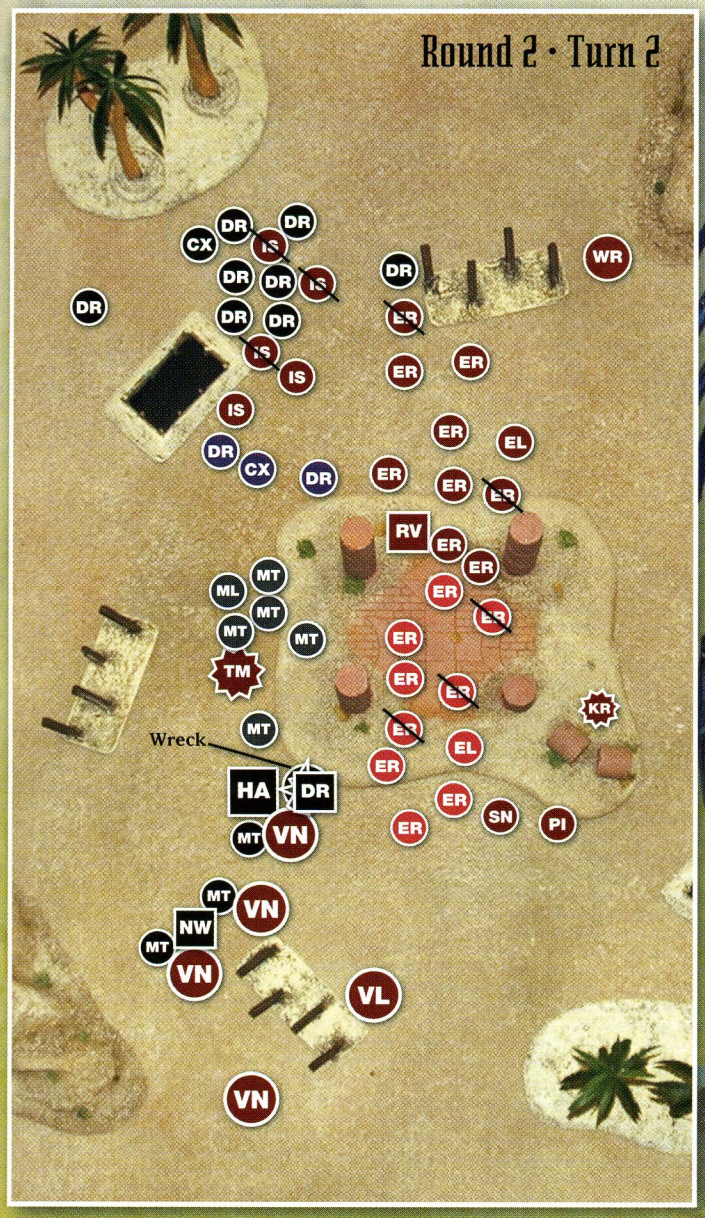
Turn 2

Cryx • Chris

I can sum up the results of Kevin's turn in one word: ouch! Of the eight Tough rolls I needed for my Drudges to survive, I only succeeded once. Still, I managed to suck up the hideous losses and my poor dice rolls due to my ace-in-the-hole, Terminus. I think the big guy can do enough damage on his own to swing the battle back to at least even terms.

The unit of Drudges on my left flank attacked a unit of Kevin's Knights Errant. Despite inflicting some casualties, the Knights' Bond of Life ability kicked in, allowing Kevin to choose which models in the unit died. This ensured that the Errants stayed in my face and kept my troops tied up. Looks like the only way to stop that is by wiping the unit down to nothing. I'll have to remember exactly how cool Bond of Life is the next time I play the Protectorate.

Nothing really special happened in my turn, aside from the fact that I could not kill much. Hopefully that will change next turn.



Round 3

Turn 1

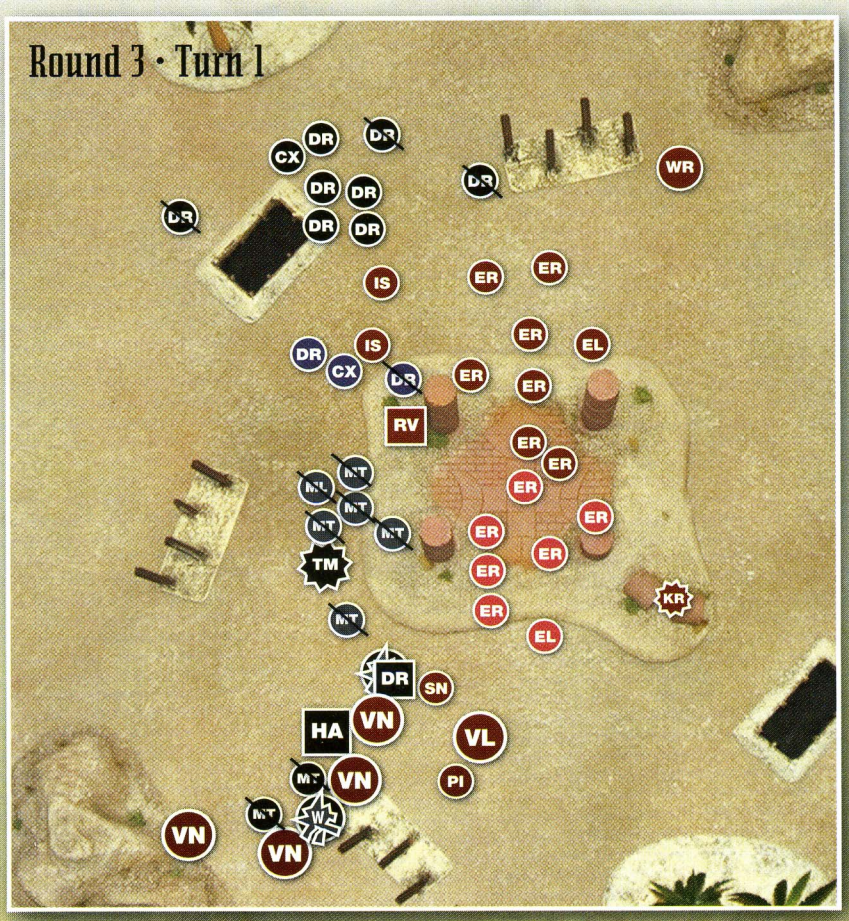
Protectorate • Kevin

Grand Exemplar Kreoss continued to upkeep Hallowed Avenger and Inviolable Resolve and retained the rest of his focus. The Idrian Skirmishers on my right held strong and managed to take out a few more of the Drudges, which still presented a serious threat on that side of the table. I've been extremely lucky in that Chris has only managed to make two out of some 18 various Tough rolls, which has saved me from some nasty retaliation. The Knights on my right lit up some more unholy atrocities (Mechanithralls and Drudges).

Rhupert Carvolo gave the cavalry unit an extra attack for the turn, which the Vengers used to clean house on my left flank. My Seneschal got up close and personal with a bonejack and wiped it out, although he missed on the first attack, thus denying me the smiting I hoped to deliver. Menoth giveth, and He taketh away.

It's going to be really tough dealing with Terminus. He has a tremendous amount of armor this turn and a lot of focus, which makes him almost impossible to kill. The only hope I have is that Chris wades the lich lord into my units where I stand a chance of taking him out (if he doesn't wipe out every single trooper before hand). I almost made the mistake of moving Kreoss too close to Terminus (I forgot about his ability to fly, despite the model's massive wings), where I'm sure Chris would have turned the Grand Exemplar into messy goo. Instead I pulled back a touch and tried to position for a charge in two turns.

Wow. The table looks a lot more barren than it did just a few minutes ago!



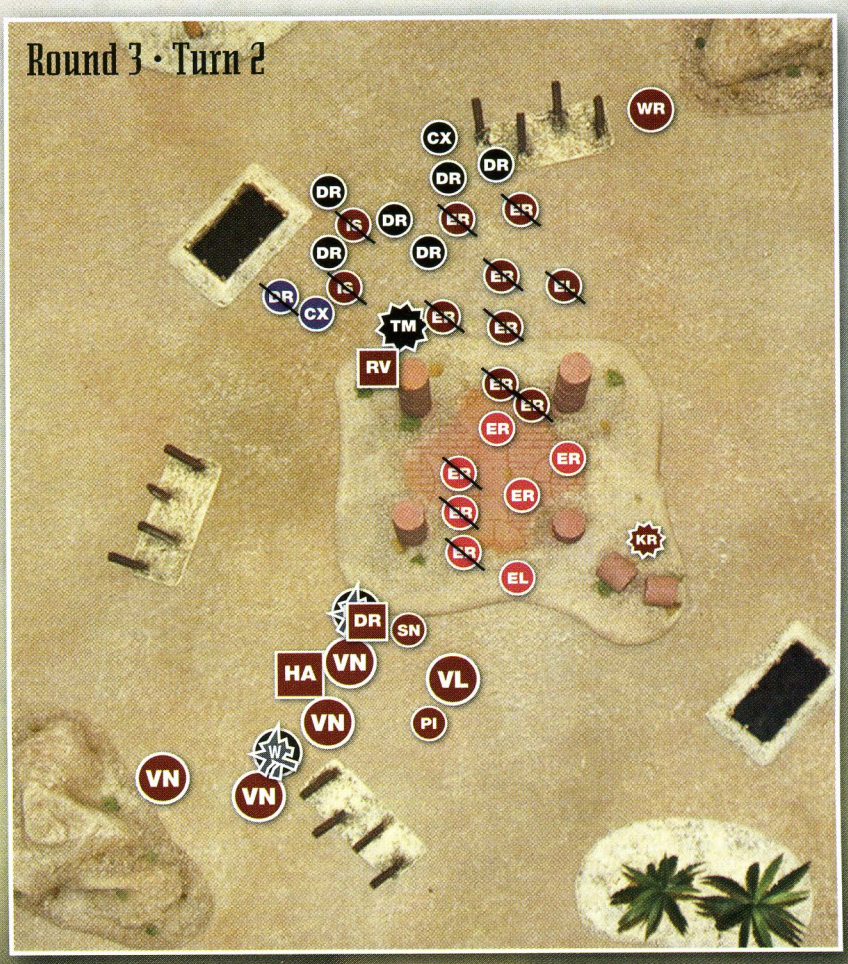
Round 3

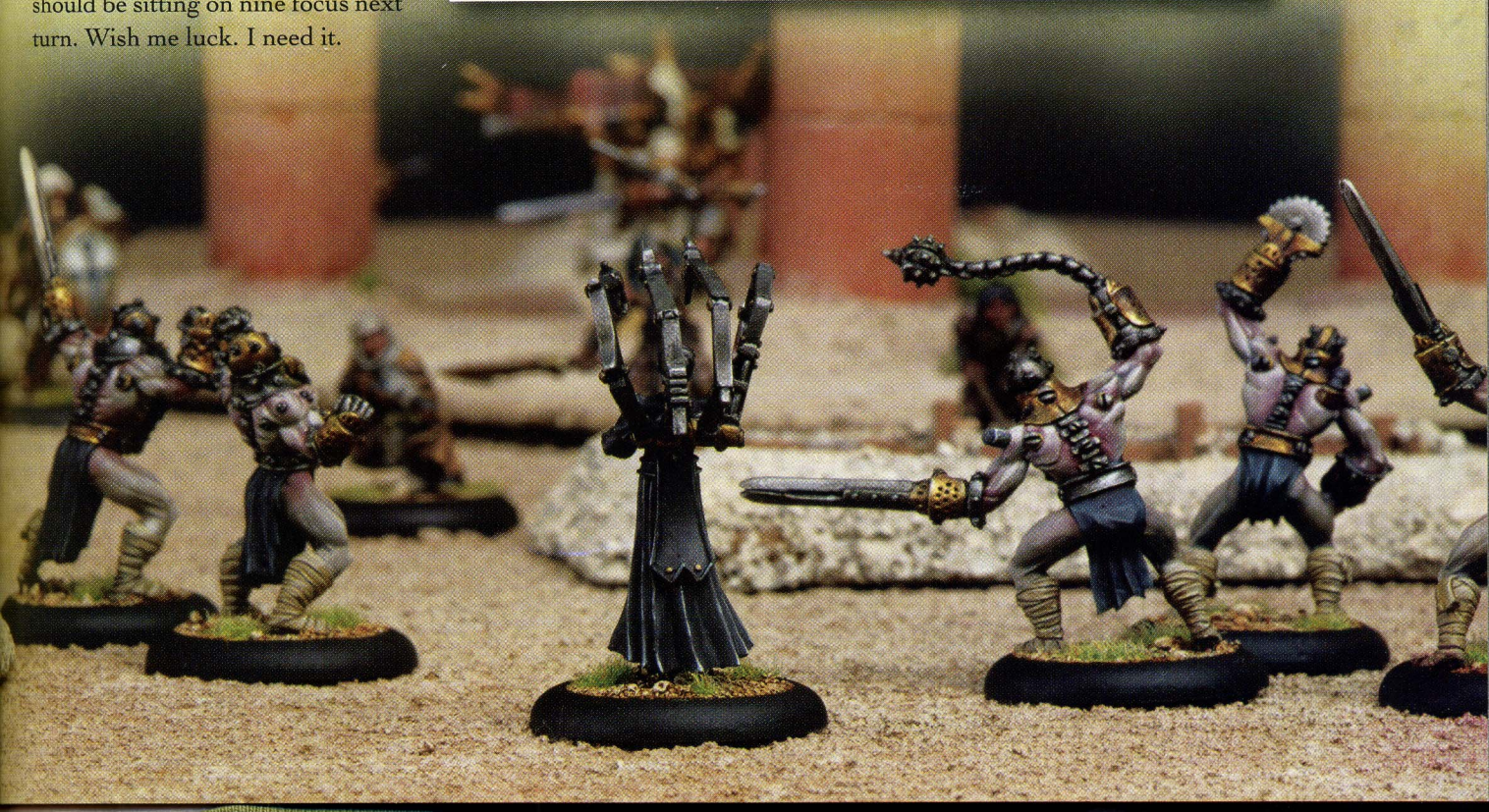
Turn 2

Cryx • Chris

Since Kevin denied me the chance to have Terminus swoop in and redecorate the desert with bits of Kreoss, I had the lich lord school the Knights Errant on my left flank. Thanks to my hideous luck with the dice, the Drudges performed well below my expectations and I needed Terminus to take care of business. Thankfully, due to the Bond of Life, business was good. While I had to murder the same Errant over and over again in order to use his breath weapon this turn, Terminus ran through the Knights like a wood chipper on high speed and picked up three soul tokens. Terminus' breath weapon managed to winnow out the remnants of the other unit, which means I really only need to deal with the stragglers of the Knights Errant unit. Well, that and a very angry Grand Exemplar Kreoss.

Thanks to the soul tokens, Terminus should be sitting on nine focus next turn. Wish me luck. I need it.





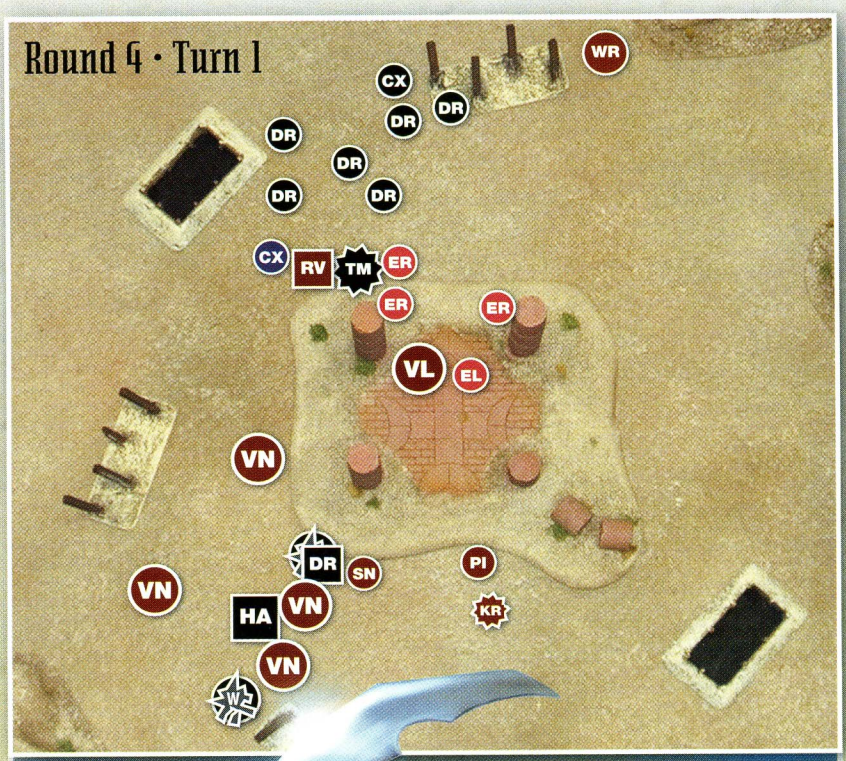
Round 4

Turn 1

Protectorate • Kevin

I have a long shot this turn. Very long. Grand Exemplar Kreoss started off by upkeeping Hallowed Avenger and Inviolable Resolve and putting three focus on the Revenger. Then he moved up to the Venger Captain's last position and activated his feat. Rhupert Carvolo activated, moved in front of Kreoss to prevent the lich lord from having a direct charge lane, and gave Dirge of Mists to the unit of Vengers.

The Seneschal activated and destroyed a bonejack wholesale. The Revenger then activated and, using all three focus, managed to deal five points of damage to Terminus. ARM 20 equals hard! The Vengers activated next. Taking advantage of a charge lane, the Venger leader attacked Terminus and dealt a moderate blow that brought the lich lord down to 7 life. The rest of the unit took the Perisher off of the Harrower. Emboldened by their comrade's attack, two of the Knights Errant engaged Terminus but could only bring the foul Cryxian down to 3 life. My gambit failed. If Terminus can get out of the mess I put him in, I'm toast. If not, I might just have this one nailed.



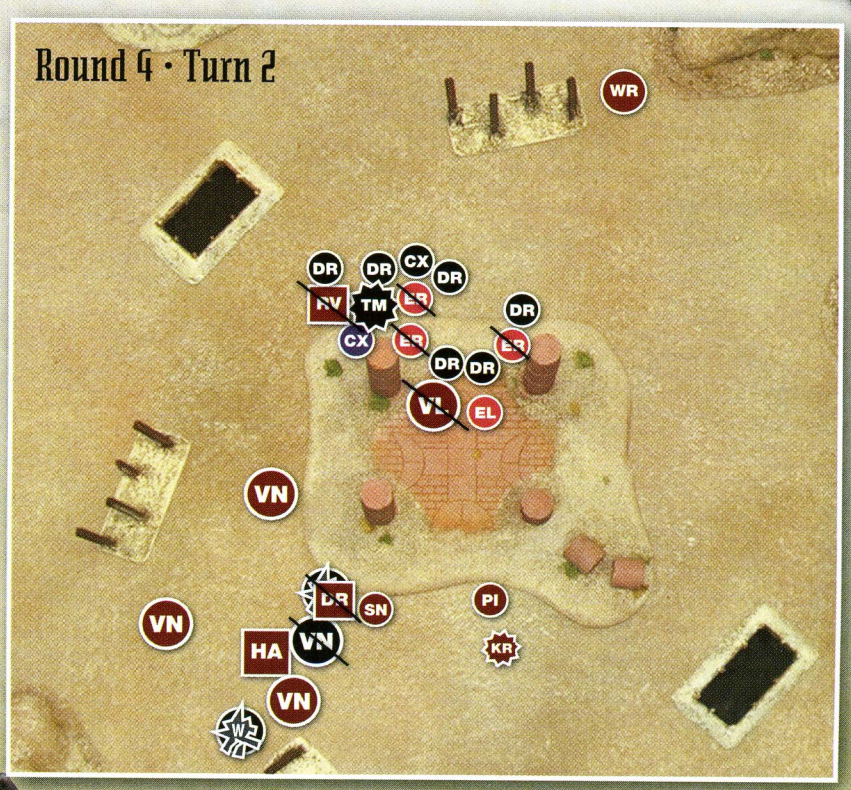
Round 4

Turn 2

Cryx • Chris

I think I've got him. By eyeballing it, Kreoss looks to be just barely within charge range. Unfortunately, while Tattered Wings lets me move over the models and rough terrain, Terminus can't draw line of sight through the Venger. I should move and heal up, but I don't think he can get anything close to me. I'm pretty sure I can survive any ranged attacks Kevin's got left. The lich lord is tough—Butcher tough. If I can pick up enough soul tokens, I should be able to murder Kreoss next turn.

In a stroke of inspiration, I used Cephalomek to give the right flank unit of Drudges the Wrecking Crew ability (see callout, page 27), moved them towards the Revenger, and made use of that huge helmet they wear to head-butt the 'jack. There was a massive "gong" noise as the Drudge knocked the Revenger on its metal butt. The rest of the unit went to work with double POW on their weapons and scrapped the warjack. I moved in the remaining Drudges and their Cephalyx Slaver to end the last Errants, but true to form, I managed to not kill all of them. Damnable knights! Terminus had to spend focus to drive the last Venger and Errant into the ground like fence posts. Despite my tactical "brilliance" (at least that's how I'm going to cry myself to sleep if this goes badly), I expect Kevin to eviscerate my army this turn, but hopefully Terminus will survive. The end is nigh!



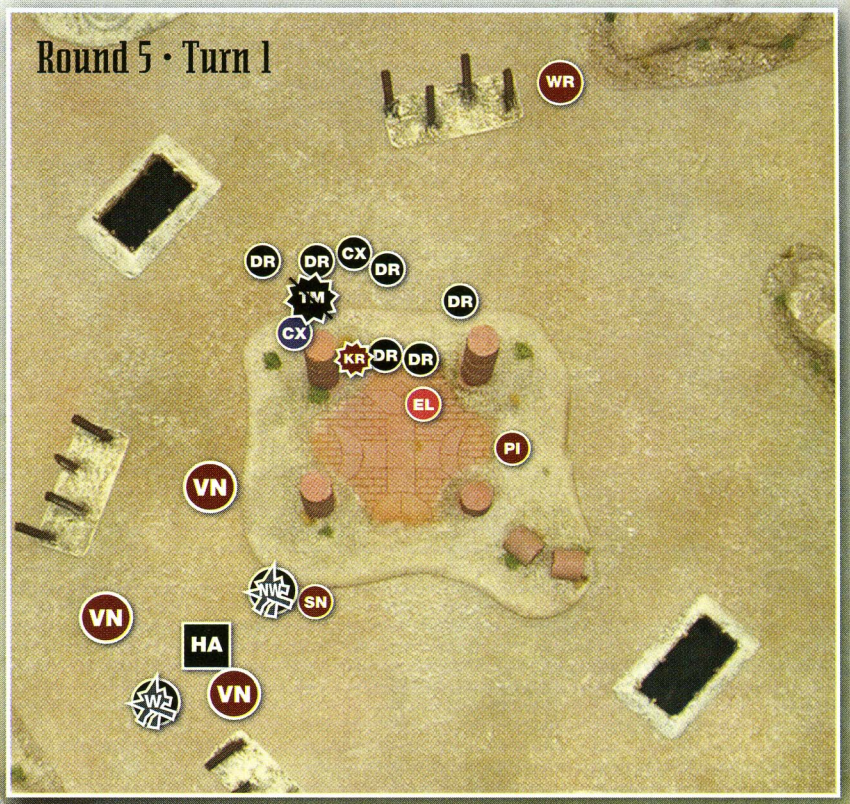
Round 5

Turn 1

Protectorate • Kevin

I did what Chris should have done: I measured my control area. Menoth giveth. Kreoss dropped his spells and kept all his focus. Rhupert Carvolo moved out of Kreoss' way and gave the last remaining Knight Errant an additional attack with March, just in case. Then the holy work began.

The Grand Exemplar sized up the situation and let out a mighty cry to Menoth. Kreoss charged Terminus and just barely made it. The Thrust special attack, again, barely managed to hit the lich lord with a boost. Chris looked on with grim resignation as Kreoss' spear gutted Terminus and ended the game!



Conclusion

Cryx • Chris

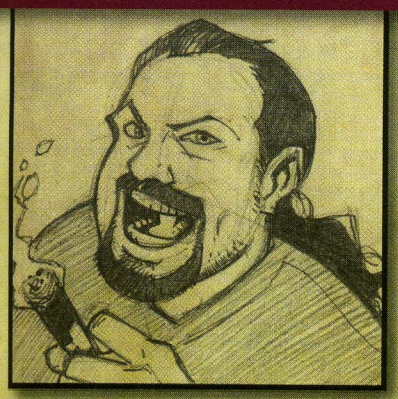
Victory slipped through my talons, but all in all, I feel like I did not give Kevin an easy win. Things progressed pretty much according to plan, but I just couldn't get into the heart of the army and drive into Kreoss' guts the way I wanted. The Mechanithralls dying in such large numbers early in the game came as a surprise, but I never planned to have them all standing after the battle anyway. The bonejacks harried and tied up Kevin's forces, just as I wanted them to, but I definitely underutilized the Harrower. I'll keep that in mind when Kevin and I face off again.

The Cephalyx and Drudges did well, although I think I would have done better not to face them against the Idrian Skirmishers, who could most easily keep out of Reach range (still a nice ability addition to any Cryx army). The bulk of the problems I had with the Drudges stemmed from my terrible rolls, especially the failed Tough checks. They are amazingly flexible, though, and I know I will field them again after I get some new dice.

All in all, I managed to follow my plan, even though it did not win me the game. This goes to show you that no matter how good your plan seems at the time, it can rarely stand up to an angry Kreoss charging across the battlefield with a spear and seven focus!

Conclusion

Protectorate • Kevin



I had incredibly strong first and second turns. I came out of the gate swinging and my units connected more often than not. I melted most of Chris' army by Round 2, which felt really good. I brought 32 guns to the table and managed to put most of them to good use. Things took a turn on Round 3, however, with some seriously bad rolls and a Cryx army right in my gut. I was absolutely certain that I was doomed on that round, but good positioning and Chris' bad dice spared me. My army regained some lost ground in Round 4, opening up the charge lane that ended the game on the following round, if only because Chris couldn't eliminate enough of my troops to inhibit my movement.

The Idrian Skirmishers were awesome. They did exactly what they were supposed to do—moved quickly, kicked in the Intercept order, and tied up my opponent so the Knights Errant could stay back and shoot. The Skirmishers proved absolutely gross on the charge. I think the only reason I held my right flank as well as I did was because I had them on that side of the board against the Drudges. The Cephalyx would have rolled through a lot quicker if I had just had the Knights Errant on that side.

Protectorate is Victorious!

Break out your Formula P3™ paints and follow the steps provided here to make your new WARMACHINE Allies shine on the battlefield. After all, friends don't let friends come to the table with shoddy paint jobs, now do they?

*By **Amy Brehm** and **Matt DiPietro, Privateer Press Studio Painters***

Modeling and Painting: Painting WARMACHINE Allies

Cephalyx Slavers by Matt DiPietro

Base Coat

Painting this sinister fellow requires a method for simulating shiny black leather. Start by mixing up Khador Red base and Exile Blue until you get a cool purple. Add Coal Black slowly until this becomes grey with a touch of purple. Lastly, darken the color using Thamar Black until the mixture appears just a bit lighter than black. Apply this base color to half of each of the large areas on the model and blend the edges. Then, thoroughly edge the entire model with this mixture.

Base Coat Colors:

Shiny Black Leather—Khador Red mixed with Exile Blue, Coal Black, Thamar Black

Highlighting

Add Trollblood Highlight to the base color and, using the side of your brush, apply highlights in multiple thin coats along the sharp edges of the model.

Highlighting Colors:

Shiny Black Leather—Base coat mixed with Trollblood Highlight

Detailing

For the final detailing, add some of the mixed color to Morrow White—the resulting color should appear off-white. Apply this color in dots and short lines to the edging where it comes to a point. Too liberal an application of either highlight will ruin the effect, so keep your highlights tight and the overall appearance very dark.

Detailing Colors:

Shiny Black Leather—Highlighting base coat with Morrow White

Painting the Prosthetic Blades

To paint the Cephaylx's prosthetic blades, follow the same steps for the Drudge's metal parts on the following page.

Base Coat

Highlighting

Detailing

Final

Drudge Mind Slaves by Matt DiPietro

Base Coat

Base the flesh of your Drudge in a sickly mixture of Trollblood Highlight, Cryx Bane Highlight, and Ryn Flesh. Make sure you have a solid opaque coat. To create the bruises, take Sanguine Highlight and apply it wherever the flesh meets metal, blending the color out over the flesh as you go. Give your two metals a base coat of Brass Balls and Pig Iron respectively. Lastly, base the leggings in Hammerfall Khaki.

Base Coat Colors:

Flesh—Trollblood Highlight mixed with Cryx Bane Highlight and Ryn Flesh
Flesh Bruising—Sanguine Highlight • **Brass**—Brass Balls
Iron—Pig Iron • **Leggings**—Hammerfall Khaki

Shading

To shade the skin, define the shadows in three steps. First, mix Thornwood Green with a dot of Ryn Flesh and apply this to the contours of each individual muscle. Blended it so that the muscles appear separated. Next, apply a blended layer of bruising using a mixture of Sanguine Base and Exile Blue. Apply the deep shadows sparingly to the extreme undersides of the musculature. Use a mixture of Umbral Umber and Coal Black. Mix Turquoise Ink with Brown Ink until the color appears black and then add a few dots of Bloodtracker Brown for opacity. Use this mix to shade the brass sections. Use Armor Wash mixed with some matte medium to shade the iron sections. Make a wash for the leggings with Battlefield Brown.

Shading Colors:

Flesh—1.) Thornwood Green with Ryn Flesh, 2.) Sanguine Base with Exile Blue, 3.) Umbral Umber with Coal Black • **Brass**—Turquoise Ink with Bloodtracker Brown
Iron—Armor Wash with matte medium • **Leggings**—Battlefield Brown

Highlighting

Mix Thrall Flesh with Trollblood Highlight, then add dots of Ryn Flesh and Menoth White Highlight until your mix turns a pale, warm grey. Use this to highlight your muscles once and then add more Ryn Flesh and Menoth White Highlight for successive highlight stages. To finish off the bruising, mix Skorne Red with Exile Blue, then mix with water and matte medium until you get a glaze. Glaze around the bruising until satisfied with the effect. Use Radiant Platinum to highlight the brass sections and Cold Steel followed by Quick Silver for the iron sections. Highlight the leg wrappings with Menoth White Highlight.

Highlighting Colors:

Flesh—Thrall Flesh with Trollblood Highlight, Ryn Flesh, and Menoth White Highlight
Bruising—Skorne Red with Exile Blue, water, and matte medium • **Brass**—Radiant Platinum • **Iron**—Cold Steel, Quick Silver • **Leggings**—Menoth White Highlight

Detailing

You have only a few detail left to paint before unleashing your little mind slave to wreak havoc on the battlefield. Paint the tubing using the same method as the Cephalex's shiny black leather. Black out individual rivets to separate them from the rest of the metal and then paint them with Cold Steel.

Detailing Colors:

Tubing—Base coat mixed with Morrow White • **Iron**—Thamar Black, Cold Steel

Base Coat

Shading

Highlighting

Final w/ Details

Precursor Knights by Matt DiPietro

Base Coat

Prime your Precursor Knight black, then give the face a base coat of Midlund Flesh. Next, give the armor multiple coats of Cold Steel to achieve a solid base coat. Base the tabard with a mixture of Menoth White Base, Trollblood Highlight, and Underbelly Blue. Make a lot of this color, as you add colors to it in subsequent stages. Base coat the ribbon with Trollblood Base mixed with Exile Blue, the wood with Idrian Flesh, and the straps with Battlefield Brown.

Base Coat Colors:

Flesh—Midlund Flesh • **Armor**—Cold Steel • **Tabard**—Menoth White Base mixed with Trollblood Highlight and Underbelly Blue • **Ribbon**—Trollblood Base mixed with Exile Blue • **Wood**—Idrian Flesh • **Straps**—Battlefield Brown

Shading

Mix a few dots of Idrian Flesh to some Flesh Wash and apply it to the face. Shade the metal in two stages. First, take Armor Wash, add a couple dots of Blue Ink and Bloodtracker Brown, then blend it into the crevices. Second, sparingly apply straight Armor Wash to the deepest shadows. Add Bastion Grey to the tabard's base color along with a dot of Exile Blue. Define your shadows using this color, followed by Bastion Grey for the deepest areas. Use a mix of Exile Blue and Battlefield Brown to shade the ribbon and straps. Paint Wood grain onto the haft of the mace using Hammerfall Khaki.

Shading Colors:

Flesh—Idrian Flesh mixed with Flesh Wash • **Armor**—Armor Wash mixed with Blue Ink and Bloodtracker Brown • **Tabard**—Base color mixed with Bastion Grey and Exile Blue • **Ribbon**—Exile Blue mixed with Battlefield Brown
Wood—Hammerfall Khaki • **Straps**—Battlefield Brown mixed with Exile Blue

Highlighting

Highlight the face using the layering technique, and reclaim areas covered by the wash with Midlund Flesh. Paint the armor in a similar fashion using Cold Steel then Quicksilver. For the tabard, mix the base coat with Morrow White. Highlight the tabard in multiple coats, adding more Morrow White to each successive highlight stage. Add Frostbite to the base color and highlight the ribbon. Take Umbral Umber and shade the wood grain by applying it to either end of the haft and blending the color towards the center. Highlight the straps with Idrian Flesh. Black out the eyes and teeth before moving on.

Highlighting Colors:

Flesh—Midlund Flesh • **Armor**—Cold Steel, Quick Silver • **Tabard**—Base coat mixed with Morrow White • **Ribbon**—Base coat mixed with Frostbite
Wood—Umbral Umber • **Straps**—Idrian Flesh • **Eyes and Mouth**—Thamar Black

Detailing

Paint in the eyes and teeth with Menoth White Highlight, leaving a line of black to separate them from the surrounding areas. Return with Thamar Black and paint in the pupils and, using the side of your brush, edge along the ridge above the eye to define the eyebrows. Paint in and highlight the freehand lines on the tabard using the layering technique with a mix of the ribbon base coat and Frostbite. Lastly, mix Radiant Platinum with Brass Balls and edge along the plate armor where needed.

Detailing Colors:

Eyes and Mouth—Menoth White Highlight, Thamar Black • **Tabard**—Ribbon base coat mixed with Frostbite • **Edging**—Radiant Platinum mixed with Brass Balls

Kayazy Assassins by Amy Brehm

Painting Tip

For the purposes of this article, the metallics were painted in two stages: first to show step-by-step, and second for the gold trim. Experiment with painting one color at a time (i.e.: base coat, shadowing, and highlights). Many ways exist to paint a model—play around to find out what works best for you.

Base Coat

For the base coat, thin each color with a bit of water to a consistency that leaves no texture on the model, but not so thin that the paint pools in the cracks. Texture in the paint makes smooth blending more difficult in later steps, and paint pooling in cracks can leave an unsightly ring around the pool. Also, outline each surface with a very thin line of Umbral Umber mixed with Thamar Black. This line makes each surface stand out from each other, and makes the model look tidier.

Base Coat Colors:

Skin—Midlund Flesh; • **Face**—Khardic Flesh mixed with Umbral Umber
Red Cloth—Khador Base • **Grey Cloth**—Bastion Grey mixed with Umbral Umber
Cloak Interior—Greatcoat Grey • **Black Cloth**—Thamar Black
Brown Leather—Umbral Umber • **Silver**—Pig Iron • **Gold**—Rhulic Gold

Shading

Thin the paint with water and matte medium for this step. Blend the edges with a second brush in order to make your model look smoother. A size 1 or size 2 brush works well. Make sure that this brush stays damp; get it wet and then dry it off on a paper towel. Block in the eyes with a mix of Khardic Flesh and Umbral Umber.

Shading Colors:

Skin—Khardic Flesh • **Red Cloth**—Khador Base mixed with Exile Blue and Umbral Umber
Grey Cloth—Bastion Grey mixed with Umbral Umber and Thamar Black
Cloak Interior—Thamar Black • **Brown Leather**—Umbral Umber mixed with Thamar Black
Silver—Armor Wash mixed with Umbral Umber • **Gold**—Brown Ink mixed with Umbral Umber

Highlighting

Again, thin the paint with water and matte medium. Blend the edges of the highlight using a second brush. Paint the trim with Thamar Black. Fill the eyes in with Menoth White Highlight, leaving a thin outline of the darker paint from the previous step.

Highlighting Colors:

Skin—Ryn Flesh • **Red Cloth**—Khador Base mixed with Midlund Flesh
Grey Cloth—Bastion Grey mixed with Umbral Umber and Menoth White Highlight
Black Cloth—Coal Black • **Brown Leather**—Umbral Umber mixed with Menoth White Highlight
Silver—Cold Steel • **Gold**—Step 1.) Solid Gold; Step 2.) Solid Gold mixed with Quick Silver

Detailing

Paint the gold trim using the colors from the previous steps. Use Thamar Black dots for the pupils—make sure that the eyes face the same direction. Give the eyes a white reflective dot in the pupil to make them appear more alive. In order to make the metal shinier, use dullcoat on the model and then apply the highlights to the metal.

Detailing Colors:

Grey Cloth—Menoth White Highlight mixed with Bastion Grey • **Black Cloth**—Frostbite
Brown Leather—Menoth White Highlight • **Metallics**—Quick Silver

Base Coat

Shading

Highlighting

Final w/ Details

Idrian Skirmishers by Matt DiPietro

Base Coat

Lay base coats down over black primer, making sure that they go on opaque and solid. Base the skin with Idrian Flesh, the pants Battledress Green, the wood on the rifle Gun Corp Brown, the metal areas in Cold Steel, and the arm and leg wrappings with Hammerfall Khaki. Base the cloaks and armor using Bootstrap Leather and the straps and pouches in Umbral Umber. Mix Coal Black with a dot of Thamar Black and give the hair a light coating so the primer coat shows in the crevices.

Base Coat Colors:

Skin—Idrian Flesh • **Pants**—Battledress Green • **Wood**—Gun Corp Brown
Metal—Cold Steel • **Arm, Gun, Leg Wrappings**—Hammerfall Khaki
Cloak and Armor—Bootstrap Leather • **Straps and Pouches**—Umbral Umber
Hair—Coal Black mixed with Thamar Black

Shading

Shade the skin using a mixture of Idrian Flesh and Brown Ink with a couple dots of Gnarls Green. Shade the pants with a mix of Armor Wash and Ordic Olive. Shade the wood with a wash of Umbral Umber. Tarnish the metal with two coats, one of Bloodtracker Brown and the other Bloodstone. Shade the rifle barrel with Armor Wash. Wash the arm and leg wrappings with Bastion Grey, then shade with Thornwood Green. Shade the cloak and armor using Cryx Bane Base and the straps and pouches with a mix of Battlefield Brown and Exile Blue. Lastly, give the hair a second highlight with Menoth White Base mixed with Coal Black and Thamar Black.

Shading Colors:

Skin—Idrian Flesh mixed with Brown Ink and Gnarls Green • **Pants**—Armor Wash mixed with Ordic Olive • **Wood**—Umbral Umber • **Metal**—Step 1.) Bloodtracker Brown; Step 2.) Bloodstone; Rifle Barrel—Armor Wash • **Arm, Gun, Leg Wrappings**—Step 1.) Menoth White Base; Step 2.) Thornwood Green • **Cloak and Armor**—Cryx Bane Base
Straps and Pouches—Battlefield Brown mixed with Exile Blue • **Hair**—Menoth White Base mixed with Coal Black and Thamar Black

Highlighting

Highlight the skin in two stages. Mix Idrian Flesh with Khardic Flesh and highlight the top half of each muscle. Add Midlund Flesh to the mix for successive highlight layers. Highlight the pants with a mix of Battledress Green and Moldy Ochre. Using line highlights, paint the wood with a mixture of Gun Corp Brown and Moldy Ochre. Line the metal areas with Umbral Umber to separate them from the rest of the model. Highlight the wrappings in Menoth White Highlight. Highlight the straps and pouches using Umbral Umber mixed with Beast Hide.

Highlighting Colors:

Skin—1.) Idrian Flesh with Khardic Flesh; 2.) Step 1 with Midlund Flesh • **Pants**—Battledress Green mixed with Moldy Ochre • **Wood**—Gun Corp Brown mixed with Moldy Ochre
Metal—Umbral Umber • **Arm, Gun, Leg Wrappings**—Menoth White Highlight
Straps and Pouches—Umbral Umber mixed with Beast Hide

Detailing

Black out the rivets using Thamar Black and then paint with Cold Steel. Black out the stitches and necklace. Paint the stitches with 'Jack Bone and the necklass with 'Jack Bone and Gun Corp Brown. Highlight the metal in multiple soft drybrushings of Cold Steel. A final highlight of Quick Silver goes on the edges of the metal parts. To add some variation to the leather glaze, paint some parts with Brown Ink and others with a glaze of Flesh Wash. Finish by detailing the face.

Detailing Colors:

Rivets—Thamar Black, Cold Steel • **Stitches**—Thamar Black, 'Jack Bone
Necklace—Thamar Black, 'Jack Bone mixed with Gun Corp Brown • **Wood**—Gun Corp Brown • **Metal**—Cold Steel, Quick Silver • **Cloak and Armor**—Brown Ink, Flesh Wash

VERY, VERY SCARY CHALLENGE

Blight's Eve is approaching. Frightening things lurk about. What horrors can you create?

You could win a $50 US spending spree at the Privateer Press Store (store.privateerpress.com) and the adoration of thousands as we publish your model! Heck, we'll even throw in something cool (and scary) that we found on the desk of the Privateer Press studio.

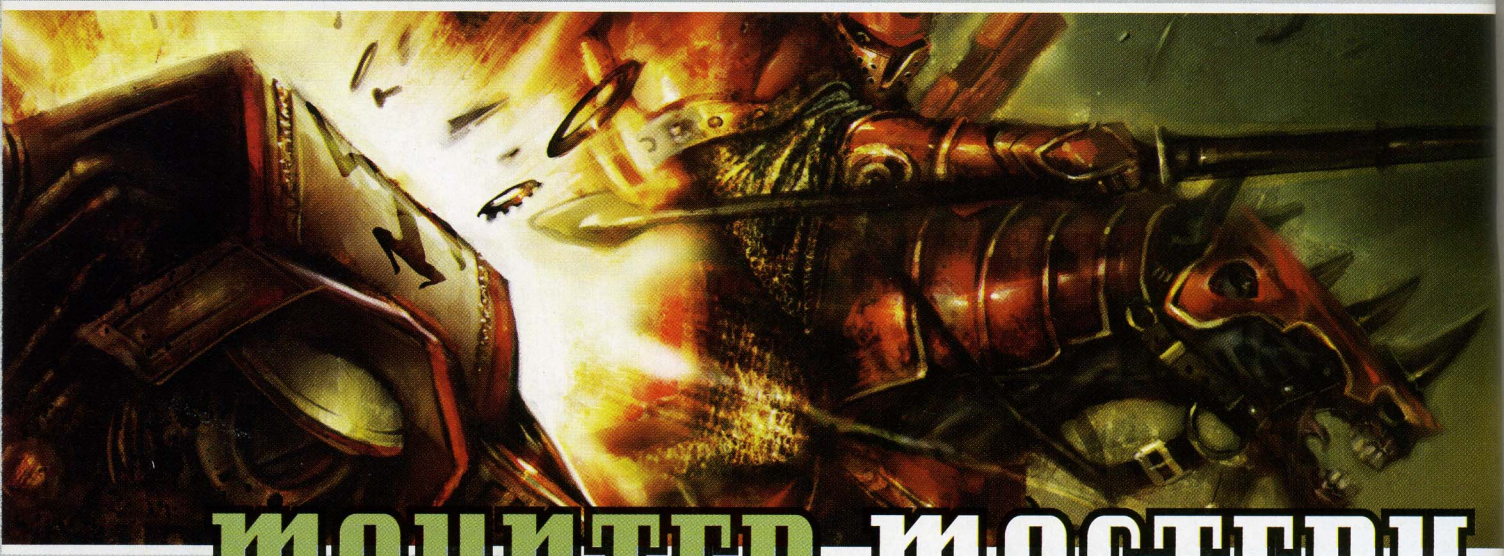
This the season to get spooky! Pick a WARMACHINE or HORDES model of your choice. Then convert and paint it to make it as horrifying and sinister is possible. (Cryx players should step up to make their work twice as frightening.) Dripping ichor, hollow eyes, and pulsing pustules are all fair game. Let your imagination go to the screaming edge of sanity!

Take a digital photo of your creation. Then, check out the rules and submission guidelines at:

www.privateerpress.com/noquarter/challenge

Entries due by 12/1/07

See the Winner of the Brass Balls Challenge from No Quarter #12 on page 95!



MOUNTED MASTERY

WARMACHINE and HORDES Cavalry Tactics

By David "DC" Carl • Art by John Gravato, Lars Grant-West, and Imaginary Friends Studio

Anyone who has received a well-executed Frontal Assault from Storm Lances or seen infantry cut down by Tharn Wolf Riders on The Hunt has learned a healthy respect for cavalry. Not all cavalry models are created equal, however, and this article explores methods for getting the most out of each of them.

Though the specifics vary greatly, certain general principles apply to all cavalry models to different extents. Understanding and applying these principles will lead to greater success on the battlefield.

Strength 1: Alpha Strike

A cavalry model's most obvious advantage is its SPD; even fast models like Bloodtrackers and Deathrippers must concede the speed advantage to cavalry. Combine this speed with Reach weapons and abilities, spells, and feats to extend movement, and cavalry models often have a threat range that can rival or exceed snipers or artillery.

Cavalry models also receive numerous bonuses while charging: the ability to circumvent certain line-of-sight restrictions, a +2 bonus on charge attack rolls, and impact attacks (for standard cavalry). Many cavalry models gain even more bonuses on a charge, such as the use of a superior weapon, increased melee range, or increased damage, all before stacking effects from other models.

Great speed combined with juicy charge abilities make clear the ideal cavalry tactic—charge something! Successfully placing models and using terrain to set up a good cavalry charge can mean the difference between controlling a battle and reacting to your opponent. Cavalry lose much when forced to play reactively rather than proactively, so strike first.

Strength 2: Wall of Flesh and Iron

Most cavalry models have excellent odds of surviving to reach combat, and these only improve with supporting spells and effects. Their 5-10 wounds makes their DEF of 11 to 15 and ARM of 13 to 19 quite noteworthy compared to their dismounted brethren. These resilient, large-based models go a long way towards blocking line of sight and providing protection against abilities like Eyeless Sight and Augury.

Not all cavalry enjoy the same durability, of course, but even the light cavalry form more impressive walls than one might think. Add Wind Storm and Cloud Cover to a unit of Wolf Riders, and you will find precious few models able to shoot them reliably.

Mixing DEF buffs and ARM buffs on the same unit can make cavalry models virtually invincible. For example, Storm Lances with Arcane

Shield and Dirge of Mists within the area of Major Haley's Deceleration spell makes them effectively DEF 17, ARM 22 against ranged attacks. Very few models can shoot them or hurt them much with those numbers.

Strength 3: Widespread Carnage

The 5" cavalry formation makes even these large-based models extremely maneuverable. A full unit of cavalry models can stretch nearly 30" across the board. Use that! Troopers like mechanithralls need to waste models staying in formation when attacking foes over 6" apart. Soulhunters can bridge a gap between targets nearly 10" wide, or more if they forego their Sickle attacks.

Wide-spaced cavalry models can easily have their formation disrupted, however. Keeping more than one model in formation with an attacker often pays off when expecting counterattacks.

Another excellent use of cavalry formation is tying up opposing ranged units. Models like Blighted Archers, Widowmakers, and Bile Thralls have minimal (if any) melee capability. A unit of cavalry can tie up an inordinate quantity of ranged enemies between cavalry formation, large bases, and the Tall in the Saddle rule. Cavalry with Reach weapons makes this even more effective.

Strength 4: Hit and Run Experts

The versatility of ride-by attacks really sets cavalry models apart. It allows models in the same unit to alter when they make their attacks for the turn. It can open movement lanes before moving other members of the unit, something very handy when facing weak but plentiful troops like Risen.

While the light cavalry models cannot technically make ride-by attacks, their ability to ignore free strikes and move after their combat actions make their hit-and-run potential superior to that of their heavier counterparts in many situations. Light cavalry cannot destroy models before other members of their unit move, but ignoring free strikes and moving up to nine inches before and after combat offsets that weakness against all but the most densely positioned targets. The ability to reposition light cavalry following the full unit's combat action also allows a player to set up for following turns far better than with standard cavalry.

Knowing when to hit-and-run matters as much as knowing how. A traditional cavalry charge often serves better, and the advantages models like Iron Fang Uhlans and Exemplar Vengers sacrifice to hit-and-run usually outweighs the benefits. Soulhunters, however, may find attacking and escaping preferable to getting stuck in. With the occasional exception of abilities like Hoof It and Feel the Hate, typically only light cavalry can choose both a cavalry charge and hit-and-run tactics in the same turn.

Strength 5: Adding to Greatness

Cavalry are powerful models on their own, but combining their innate abilities with other spells, animi, feats, and abilities maximizes their potential. This ranges from something as simple as Arcane Shield or Defender's Ward, to combinations as complex as a Fell Caller's Inspire and War Cry stacked with Grim Angus' Cross Country.

Whether simple or complex, make the most of these benefits. Cavalry are a hefty investment. They can only pay off by capitalizing on their unique strengths and minimizing their weaknesses. Models with a powerful weapon used just for charging and a weaker secondary weapon do not benefit as much from additional attacks, for example, as those that have just one, strong weapon. Models that are not fearless should have a Commander nearby or something to make them Fearless before charging models with Terror or Abomination.

Storm Lances

The Storm Lances have a number of unique abilities and stand apart as currently the only standard cavalry with a ranged attack. They can use this for ride-by shootings, but it also plays a big part in their impressive Frontal Assault order. The Electro Bolt not only benefits from Power Up during a Frontal Assault, but it doesn't even require an attack roll. Who wouldn't want to follow a P+S 15 attack with at a free POW 14 blast?

The Storm Lances' Electrical Field order can clear an entire unit of low ARM models and free the Storm Lances to blast nearby foes with POW 14 Electro Bolts as the unit's combat action. Against better-armored targets, the unit can use their Electro Lances to finish off those enemies that survive the deadly arcs of electricity.

The Storm Lances can dip into a huge pool of potential buffs. A Journeyman Warcaster's Arcane Shield and Rhupert Carvolo's various songs remain available no matter the warcaster, and these elements alone raise the Storm Lances' stock significantly. Spells like Blur, Deceleration, Deflection, and Foxhole enhance their already impressive survivability. Feats like Blitz and Rolling Thunder increase their attacks in a given turn. Breach and Positive Charge enhance the damage they deal, while Snipe gives them a 20" threat range.

Exemplar Vengers

In many ways, the Exemplar Vengers seem the most traditional cavalry. They fight with lances on the charge and use swords in close quarters. While relatively easy to hit, they boast impressive armor. Beyond the Blessed ability, their only truly unique characteristic is the Vengeance ability, but what a fantastic advantage.

Vengeance grants +2 STR, +2 ARM and the ability to charge across rough terrain. It gives the Vengers very impressive charge damage, survivability, and allows their sword attacks to deal far more hurt than the base P+S 9 would suggest. Including Weapon Specialist, their non-charge attacks under Vengeance outshine all non-charge cavalry attacks except the Man-O-War Drakhun.

The Vengers have a directness and simplicity to them, but when supported by other models' spells and abilities, they become some of the most efficient cavalry available. Simple advantages like Ward or Protection of Menoth, especially when stacked with Vengeance, enhance their survivability. Spells like Ignite and Blessed Arms make Vengers even better killers.

Iron Fang Uhlans

The Iron Fang Uhlans stand out in a number of ways. They have the best unit mounts in WARMACHINE, debatably the best unit mounts period. Beyond their POW 12 with critical knockdown, they can attack after advancing rather than only making impact hits during a charge. The Uhlans' impressive Blasting Lance also has critical knockdown and boasts the highest melee weapon POW (10) in WARMACHINE for a whopping base P+S 16. Their Defensive Line ability provides a helpful ARM bonus, and Relentless Charge guarantees that Uhlans can charge out of rough terrain without the aid of any other model.

Uhlans also stand out in a couple of negative ways, however, as the only non-Fearless cavalry in WARMACHINE and for possessing decidedly mediocre non-charge attacks.

Taken all together, Uhlans are best used to charge models / units without Terror or Abomination as frequently as possible. Properly supported, they become even more devastating. The Butcher and Greylords can make a wall of DEF 18, ARM 19 Uhlans with Iron Flesh and Blizzard clouds that blocks LOS to the rest of the army. Dropping Iron Flesh and throwing Fury on the Uhlans not only makes their Blasting Lances hit at P+S 19, but their Short Spears now start at a very respectable P+S 13. Even their mounts effectively hit at POW 15. Use the Old Witch's Weald Secrets to let Uhlans advance and run, as well as charge, over rough terrain, and get up to DEF 17 at the same time.

By leaving a sufficiently wide charge lane, a Man-O-War Drakhun can countercharge wherever needed.

Man-O-War Drakhun

Ah, the Drakhun – the model that makes non-Khador players drool in anticipation of their own dragoon model. While that may happen someday, this is the time of the Drakhun. Unparalleled among cavalry in STR, MAT, and ARM, the Drakhun possesses the ability to attack multiple times each turn, and even attack during an opponent's turn with the deadly Counter Charge.

That ability alone could generate pages of tactical commentary, both on how to make best use of it and how to keep it from thrashing your well-laid plans. In both cases, the key is that only an unengaged Drakhun can Counter Charge. A strong tactic for the Khador player is to shut down the path to engaging the Drakhun with Reach weapons while still leaving enough of a charge lane for the Drakhun. This vastly limits an opponent's options, especially for melee-heavy armies.

When the Drakhun cannot charge, due to a Web of Shadow, for example, do not forget about the Shield Cannon. He has a quite passable RAT, and a POW 14 cannon is a valuable weapon. His lack of Pathfinder or Relentless charge can limit your movement, but Khador's spell casters can easily overcome this, and this is one of the few areas in which magical assistance does not simply help the Drakhun do better what he already does well. Spells like Boundless Charge and Weald Secrets increase the Drakhun's mobility. Remember that the Drakhun cannot be knocked down, so feel free to have the Kodiak heft and throw him forward for those few precious inches; on average rolls, the Drakhun suffers no damage.

Soulhunters

The Soulhunters occupy an odd niche among cavalry units. They have an ARM stat on par with light cavalry, but their wounds and unit abilities clearly mark them as standard cavalry. Given that paradox, the Soulhunters often function as not-quite-light cavalry that require careful protection while maneuvering into position.

With no consistent or convenient way to perform a cavalry charge out of rough terrain (discounting Spectral Legion since that requires them to *die* first), setting up a great cavalry charge can be challenging for these undead ponies. Screen the Soulhunters with cheap thralls while positioning, spring the scythes and sickles on your hapless foes, then use a feat like Web of Shadows, Nightfall, Fate Weaver, or Blood Magic to help the Soulhunters get another turn to take advantage of the soul tokens from Body Count.

The Body Count mechanic makes the Soulhunters exceptionally versatile cavalry, assuming that they live long enough to make use of it. It helps the Soulhunters hit more frequently, deal more damage, and in the process, gain some souls for the next turn. The Sickle's Life Eater ability also helps their survivability in situations where they suffer damage anad survive, and Permanent Reach on the Scythe allows them to tie up foes more effectively than any other WARMACHINE cavalry. Run a bonejack near them to arc spells like Scything Touch or Demoniac onto the Soulhunters and Parasite or Necrophage onto their targets.

Trollkin Long Riders

The Trollkin Long Riders stand apart from traditional cavalry models in quite a few ways, most of which relate to their unique bison mounts. The Bull Rush order can send beasts and 'jacks alike flying. Though Long Rider MAT is not particularly impressive, the ideal targets for a Bull Rush do not typically

have high DEF. A POW 14 slam is rare, indeed, and POW 14 collateral damage rolls can tear through even sturdy models.

When the tables turn, the bison resist enemy slams exceptionally well. While slams still can knock them down, the random element involved will make many players hesitant to even try.

While impressive on their own, Long Riders enjoy an unparalleled potential for combinations and stacking benefits. They benefit not only from spells and feats like all other cavalry, but also from numerous useful animi, the powerful and versatile fell calls, the Krielstone's Protective Aura, or even a quick round of beer from the Keg Carrier.

Tharn Wolf Riders

Truly unique among cavalry of the Iron Kingdoms, Tharn Wolf Riders draw upon abilities similar to Tharn Bloodtrackers with The Hunt replacing Prey and Back Shot playing a role similar to Ambuscade. The Howls ability really sets them apart, however. It takes the "widespread carnage" principle to whole new levels. Remember that they are not fearless, so terrifying models can cause real trouble for widely spaced Wolf Riders if one is not careful.

The Wolf Riders' Blood Thirst ability is also unique, and when combined with The Hunt, Howls, and Back Shot, is an amazingly powerful tool. A unit of Bloodtrackers often must expend the full force of their combat action on their Prey, but a unit of Wolf Riders can take advantage of this suite of abilities to destroy their current Hunt target and reposition fellow Riders to start picking apart a new one. With their combat actions fully resolved, the fast cavalry rules allow them to skulk back to cover, making them true masters of the hit-and-run.

Wolf Rider damage output is fairly poor when unable to take advantage of their special rules, however. Their lower MAT and P+S make it vital to get this finesse unit into position to take full advantage of their strengths.

The Jump ability and Spring order of the Ferox lets them bypass Shield Walls, reaching softer targets or targeting rear arcs.

Praetorian Ferox

In most situations, the Praetorian Ferox function much like WARMACHINE cavalry: set up charge, execute charge, rinse, repeat. Their impact attacks hit as well and as powerfully as Uhlans, their charge attack is the strongest base P+S in HORDES™, and they can even make an additional P+S 12 Bite attack following the charge attack, something usually reserved for light cavalry.

When the situation calls for something a little different, however, the Ferox truly shine. Their Jump ability and Spring order let them break many of the standard cavalry combat rules. A wall of troops, beasts, or 'jacks will not stop the Ferox from reaching their desired targets or effectively negating a shield wall. Though a cavalry charge carries a bit more punch, slicing up the chewy Krielstone Bearers or Choir in the backfield can turn the tide of battle.

Like other melee-only, non-Fearless cavalry, never forget the possibility that Ferox may turn tail and run at the worst time. Warlocks like Makeda and Zaal mitigate this drawback. Spells like Defender's Ward, Savagery, Hollow, and Last Stand, however, make these warlock excellent choices for Ferox to enhance their strengths, not just cover their weaknesses.

Raptors

The Raptors have the distinction of being the lowest point cost cavalry unit by a pretty good margin. Don't let that fool you, however. Capable of firing two arrows each turn (Dual Shot) and still moving, or swinging twice with the Claymore (Swordmaster), the Raptors are probably the best cavalry in the Iron Kingdoms for winnowing low to medium armor models.

The Raptors hold their own against more sturdy foes as well. Simply support them in a different manner. POW 10 longbow shots become less viable, but Weapon Specialist and Swordmaster make Claymore attacks far more attractive, especially when combined with Draconic Blessing, Chiller, or Tide of Blood.

While the light cavalry rules ensure that Raptors rarely need to stand toe-to-toe with their enemies, this is sometimes desirable in order to protect more vulnerable models such as Archers, Striders, or warlocks. In such situations, the efficient Tenacity animus grants Raptors a DEF and ARM the envy of most warlocks.

Recent Battles

Narrative by Douglas Seacat • Scenarios by David "DC" Carl • Art by Andrew Arconti, Matt Dixon, Matt Wilson

The "Recent Battles" series presents scenarios that allow players to participate in key engagements during the last few years of warfare across western Immoren. Some of these represent small but crucial battles where a single warlock or warcaster has changed the course of history. Others depict large clashes involving massive armies and multiple warcasters or warlocks.

The following two significant battles taking place on the periphery of events described in HORDES: Evolution . Players should read the fiction in Evolution before reading the background for these scenarios.

THE HUNTER HUNTED

Grim Angus found it something of a relief to surround himself with trees and vegetation again, even thsoe as stunted and sparse as lived in this arid region. His former travels as a bounty hunter had taken him across much of western Immoren, but he had rarely spent time east of the Black River along the fringes of the Bloodstone Marches. He found Scarleforth Lake a relatively fertile and lively contrast to the rest of the arid wastes, but he did not feel at home amid its stark landscapes and struggling foliage. It bore no resemblance whatsoever to the swampy Wythmoor of his youth or the dark and overgrown Thornwood. It certainly lay at the opposite end of the spectrum from the coldly beautiful winter forests of northern Khador. Even those plants which thrived in this forested region south of the lake seemed thirsty and desperate. Their knotted roots plunged deep into largely barren soil in search of the most meager trickles of moisture.

Summer had not yet come, but the air felt hot and stifling. The massive lake to the north, glimmers of which he could occasionally see through the trees, barely tempered the heat. Grim knew they moved close to a sheer drop-off to the north that descended past jagged rocks to the shore below. He had felt compelled to patrol this region since these trees and their vantage would provide excellent cover for any adversaries trying to approach the large number of trollkin and full-blood trolls laboring down the slope and nearer the edge of the lake not far to the east. Grim had a keen eye for ambush points and instinctively sought places where a man or 'kin with a rifle could get a bead on him unnoticed. A certain strain of paranoia, perhaps, but one that had saved his hide on several occasions.

"Something isn't right." He spoke his thoughts aloud for the first time that day. His accompanying pygs looked to him nervously, raised their rifles, and peered into the surrounding underbrush. Through the lenses of his goggles, Grim glanced to his right at their leader, a rather clever pyg named Nargol. "Do you feel it?"

It was a test, but Nargol seemed used to them by now. Grim refused to tolerate the company of foolish or stupid pygs, and had hand-selected these of bushwhackers after observing them closely. "Used t'be bugs here, quiet now." Nargol mumbled. They had their own dialect, but those pygs who spent time with the trollkin eventually learned to speak well enough to be understood. Nargol waved his rifle at a small flight of birds that winged past them with shrieking calls. "Birds'n'varmits stir'd up, coming to us, fleein'." Grim nodded, pleased, and held a hand to quiet him. The wildlife in the region was acting very strangely, fleeing past them rather than running away from their advance. Something ahead had them spooked. The air held unnaturally still, without the usual sounds of insects.

Grim waved the pygs on. Watching Nargol pass he could not restrain a grimace and shook his head as he watched the pyg move in an extremely apt parody of Grim's own stance and posture. He had not entirely gotten used to the fact that Nargol had decided to imitate him, although 'kin more accustomed to life among the pygs insisted it was a compliment. Nargol had gone so far as to adopt attire very similar to Grim's. The pyg had skinned a deer, sewn together a lengthy overhanging coat, and stolen Skorne goggles from a dead catapult crewman. They rested atop his forehead, as they did not fit his eyes properly. Pygs liked to imitate 'kin, just a fact of this new life.

A few years ago, anyone suggesting Grim might ever have anything in common with a pyg, let alone teaching a band of them how to better stalk and hunt, would have gotten a mouth full of Grim's fist. The 'kin of his youth deemed pygs primitive and almost embarrassing creatures that lived deeper in the swamp. His kriel had refused to acknowledge any even tenuous relation and considered pygs as stupid as full-blood trolls but less useful in battle. Left to their own devices in the wild, pygs seemed content to huddle amid poorly constructed hovels, naked as beasts, and only roused themselves when hungry. The first time Grim had seen pygs wearing clothes and holding rifles he could not believe his eyes. He had demanded Grissel let him in on the joke, thinking it must be a ruse to divert the humans, but she had insisted they earned their keep.

Not until they ambushed a Skorne patrol shortly after crossing the Black River did Grim gain a full appreciation for these trained pygs and their skills. He witnessed them signaling with hand gestures and animal calls and coordinating attacks with smooth precision. They had laid down an impressive hail of supporting fire to cover an advance by kriel warriors, all while calmly falling back and reloading. Not long after that, Grim had adopted the band as his own and begun to warm to the idea of leading them. By now he had developed something of a gruff fondness for this group, even the mimic Nargol.

Like everyone touched by Madrak Ironhide, some more lasting purpose motivated them now. Some innately wary part of Grim did not entirely trust the profound impact the chieftain had on those around him, even as he felt the pull himself. Why else, he wondered, would I be here? He thought of his brief conversation with Madrak as the 'kin traveled north, and Grim's promise to assist Grissel. While he would not speak of it aloud, he had found this task more satisfying than he would have expected. It answered some deeper need he had not known existed.

His shoulder blades twitched and he gripped the stock of Headhunter, glad he had already tucked a silk cartridge into its breach. Something unnatural stirred the air, and he could almost taste the imminent violence. His mood had infected the two full-blood trolls with him, both impalers recently brought under his control from the Thornwood. Their awareness of the surroundings heightened his own, but Grim pushed that aside to focus on what he could see through the lenses of his enhanced goggles. The leaves parted before his vision and became translucent as he penetrated the foliage. Something, almost on the edge of his ability to perceive, stirred in the air in the far distance. Through the unnatural stillness of the woods and the palpable heat of the air, menace rose like a tide.

At last he saw them: graceful forms advancing with amazing alacrity through the trees, utterly silent and self-assured. As the pygs hunkered down ahead of him in the brush he froze and focused, trying to make sense of what his eyes told him. He saw antlered animals, familiar and yet utterly out of place, with slender, muscled riders atop their backs dressed in dark leathers and carrying bows. They had not yet begun the hunt – had not seen the trollkin position – but they came on towards him.

Grim reached out with his mind and drew on the strength of the nearest of his full-blood trolls, feeling its power flow into his limbs as he raised Headhunter. He lifted his heavy rifle and sighted an impossible shot through the trees. He found the antlered steed and lifted just a little higher. He squeezed the trigger and an echoing report rolled out across the wood, but the birds that would have risen in panic had already fled. The rider toppled from his steed in a gout of blood, which roused in Grim a sense of pleased satisfaction.

As his fingers swiftly worked to reload he poured his power forth to instill the pygs, readying them and his trolls. The surviving riders came on, eating up the ground between them impossibly fast, bows raised, searching for the threat ahead. The pygs' rifles banged in a quick staccato, and another antlered steed fell. Grim could feel the impalers readying their own throws. At that moment, a flicker of movement well beyond the riders caught Grim's attention. Something vast moved beyond them, as if the entire horizon crawled with life.

Arrows descended through the trees. Most fell astray, but one caught a pyg named Gunit in the throat. Grim barely noticed as his mind finally accepted what he saw. Beyond these forward riders lay a vast and swiftly moving force—dragonspawn and Nyss as far as the eye could see. Too many. Far too many. They should not be here, yet here they were.

Even as his rifle sounded again and he felt the heavy weight of impaler spears thrown as if by his own arms, even as the other riders toppled in death, Grim started moving. "Run!" he shouted to the pygs. Through the trees a horn sounded, and the hunt was on.

BACKGROUND

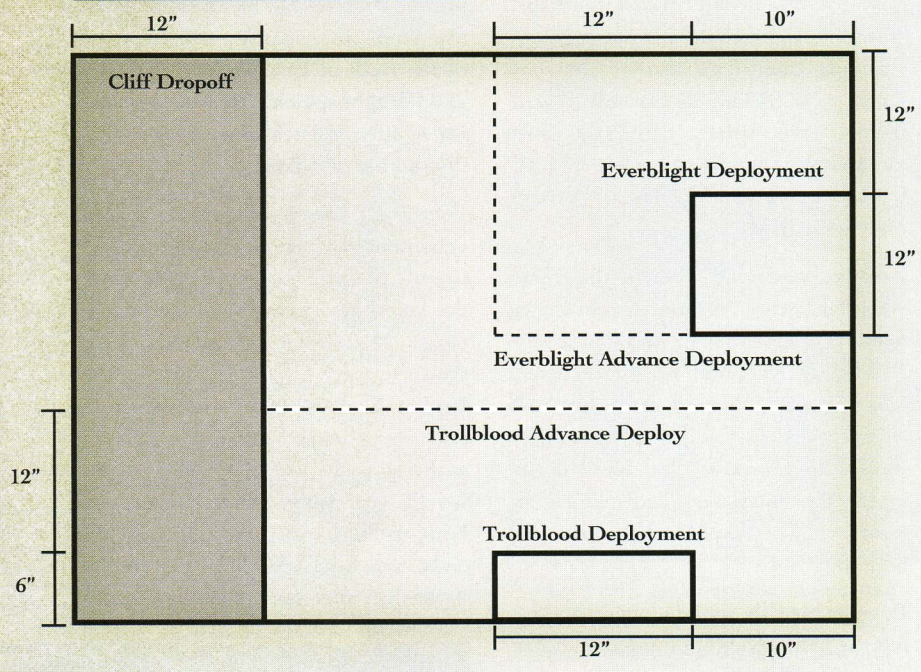
Late in spring 607 AR, a mixed force of trollkin, pygs, and full-blooded trolls risked returning to the regions they had once occupied east of the Black River. Led by Grissel Bloodsong and accompanied by the former bounty hunter Grim Angus, this force went to locate and recover important assets left behind during early skirmishes with the Skorne invaders. A number of large and invaluable krielstones remained in the vicinity, and Grissel and her gathered allies were determined to bring these back to the dislocated kriels.

Unknown to the Trollbloods, a vast army of the Legion of Everblight advanced at that moment on their position. Everblight had no particular interest in the ruined villages along the periphery of the lake, focused instead on reaching the Castle of the Keys to find and slay the injured dragon that had lurked below the ruins for centuries. Composed of the bulk of Everblight's warlocks and dragonspawn, this army had repeatedly crushed every intervening distraction or obstacle.

Forward scouts of this horde encountered Grim Angus and a small patrol of pyg bushwhackers near the lakeshore, giving rise to a deadly chase. Had Grim not evaded these scouts to warn Grissel Bloodsong, the Legion likely would have surprised and overwhelmed all of the trollkin gathered at the lakeshore. The Legion would certainly have destroyed both trollkin warlocks and cost the embattled kriels dearly in the crucial battles yet to come.

HUNTER HUNTED SCENARIO

GRIM ANGUS VS. EVERBLIGHT



TROLLBLOOD HORDE COMPOSITION

Grim Angus

1 Troll Impaler
(Hyper Protective Bond)

1 Troll Impaler

1 Pyg Bushwhackers unit with
(1 Boomer and 7 Bushwhackers)

LEGION OF EVERBLIGHT HORDE COMPOSITION

1 Nephilim Soldier

1 Blighted Swordsmen unit
(1 Vassal and 9 Swordsmen)

1 Striders unit
(1 Vassal and 5 Rangers)

1 Raptors unit
(1 Deacon and 3 Riders)

DESCRIPTION

Grim Angus and his scouting party have spotted a vast army of dragonspawn and blighted Nyss approaching and must warn a nearby Trollblood horde of the imminent danger. The Legion's scouts must delay or destroy Grim Angus to prevent him from forewarning his allies. Grim's escape route has forced him to veer uncomfortably close to a sheer cliff that drops to jagged rocks at the southern edge of Scarleforth Lake.

SPECIAL RULES AND SET UP

See map. After marking the cliff edge, players take turns each placing three (3) 4" diameter forests fully within 18" of the Trollblood player's table edge but not within the Trollblood deployment zone. Players then take turns placing hill, forest, and shallow water terrain features until one player wishes to stop. The other player may then place one additional piece. Terrain cannot be placed within 3" of any other terrain feature, the cliff edge, or any table edge.

Models may not cross the cliff edge voluntarily. Models whose bases cross the cliff edge after being thrown, pushed, or slammed are removed from play. If a model moves within 2" of the cliff edge during its activation, the controlling player must roll 2d6. On an 11 or 12 the model is immediately removed from play.

Grim Angus' Troll Impaler has the Hyper Protective warbeast bond (see No Quarter Magazine # 10, pg. 54 or *HORDES: Evolution*, pg. 18 for rules on warbeast bonds) – when the warbeasts' bonded warlock is screened by the warbeast, the warlock gains an additional +2 DEF. While in base-to-base contact, the warlock gains +2 DEF versus melee attacks.

BEGINNING

The Legion of Everblight player deploys first and takes the first turn. Players deploy their forces up to 10" from the table edge.

VICTORY CONDITIONS

The Trollblood player wins if Grim Angus reaches the rear edge of the Legion of Everblight player's deployment zone by the end of the sixth round.

The Legion of Everblight player wins if Grim Angus is destroyed or removed from play or if Grim Angus has not reached the Legion of Everblight player's board edge by the end of the sixth round.

KNOW THY ENEMY

One of the heavily armored blighted Nyss stepped forward and swung his great blade in a perfect arc that cut the last surviving Praetorian nearly in twain. A futile victory as the nearest ancestral guardian moved forward swiftly and captured the skorne's soul before it could flicker away to the oblivion of the Void. The obsidian statue chopped its stone halberd straight through the armored helmet of the Nyss, who collapsed in a clattering heap to mingle his blood with that of his enemy.

Supreme Aptimus Zaal hissed a breath through tightly clenched teeth and reached out with his will. The crystal oculus which had replaced his eye gleamed with a silver light as Zaal clutched the immortal spirit of the last remaining Nyss, gathered wisps of his soul-essence at a distance, and rent them apart. The extoller watched with satisfaction as the creature gasped in surprised agony and collapsed, dead in an instant, although his armor remained unblemished and his flesh showed no wounds. Zaal leaned for a moment against the nearby stone and collected his breath, looking around in the sudden and unexpected reprieve from the carnage.

The extoller felt unsettled and stunned, still recovering from the sights of the titanic clash of tremendous powers visible to his oculus alone. Corpses littered the courtyard of the Castle of the Keys. The sounds of the dying carried over the clash of arms and the crunch of bones. Battle continued elsewhere, but Zaal and his small bodyguard had found a corner distant from the main fracas. Enemies would return quickly enough, he knew, but Zaal still felt half-blinded from the after-images of what he had seen.

The dragon had risen in all its tremendous glory to breath fire and destruction upon those below. Blazing hotter and brighter to Zaal's vision than the dragon-fire had been the blinding essence of its alien and immortal soul compressed and concentrated in a stone deep within its body. In that moment of clarity, Zaal understood what had drawn him to these ruins and the scope of what he had hoped to unearth: not an ancestral stone of singular power, but the essence of the dragon, visible to his spiritual sight even from miles away.

He also started to understand the enigmatic, gleaming shards of spiritual power he had glimpsed within some few of the Nyss. He had heard the name of their species in captured wisps of thought from the spectral dead who drifted throughout the ruins in the wake of the recent slaughter. Some among the living Nyss carried within them a flickering echo of a foreign and potent spirit, each pattern signature exactly identical. He had seen intangible bonds connecting them together like a lattice of spiritual energy that he believed must represent the mind of another, singularly potent entity. Zaal had seen the dragon fall, its body torn to ribbons, and watched its blazing essence consumed and absorbed by a being at once mortal and eternal. The after-images of that metaphysical process lingered as blind spots on his retinas.

Zaal did not pretend to fully understand everything he had seen, but the pieces of an intricate puzzle had begun to slide together in his mind, aided by the whispering voices of the great ancestors who clustered around him like an invisible chorus and with whom he alone communicated. Even as he began to sort through what had happened here, he felt a growing rage born of the realization that he may have missed a singular opportunity. Part of him blamed the lord tyrant for not bringing enough soldiers in time. If they could have held the ruins, the prize would have fallen to his hands. The thought of it slipping through his grasp angered Zaal nearly enough to murder every living creature in sight. A colder and more calculating portion of his mind knew Hexeris was not solely to blame. Zaal knew the Skorne Empire did not have soldiers enough in this region to have stopped the force that had besieged them, and he found that thought humbling.

Several of Zaal's surviving retinue accompanied him, most significantly a trio of ancestral guardians standing protectively around him. A pair of well-tamed basilisks, a male and a blinded female kept in heel primarily to fuel his power, waited behind him. A group of paingivers ascended a set of crumbling stairs nearby and spotted the extoller. They rushed to his side, anxiety evident in their postures despite the masks of station hiding their faces. Their leader spoke urgently, "Supreme aptimus! Tyrant Xerxis has broken through the outer ring of attackers. We should hurry to join him. Our soldiers have been forced to withdraw. This position is not secure."

Zaal remained caught up in his thoughts, but the paingiver's tone annoyed him. "Do you presume to give me orders, tormentor?"

The paingiver faltered and respectfully bowed his head. "Of course not,

supreme aptimus. I seek to warn you of the danger here. We are overrun."

Zaal turned away from him to look back toward the central courtyard, where the sound of fighting could be heard. The dragon had fallen there. Even now he could sense the lingering after-effects of its tremendous power as flames burned across many of the ramparts earlier licked by its breath. Energy arose from the creature's very blood, flesh, and scales, even with its immortal essence gone. No mortitheurge or extoller had ever studied this type of power, which did not resemble the normal energies of death. It was as though the creature's flesh had never been alive, and therefore now was not precisely dead. Some other energy suffused its tissues.

Zaal heard the voice of Dominar Aarakis, a great lord and mortitheurge who had participated in the War of the Exalted and whose sacral stone resided within the supreme aptimus' staff. "I witnessed a dragon once, soaring north of the Shroudwall. I too sensed its power." The mental voice tapered off, and for a moment Zaal thought the exalted lost to reminiscence, as sometimes happened, but it spoke again more clearly as if the ancestor fought to focus on the present. "We must gather its flesh and blood. There will never come a chance like this again. It may teach us something important, and it will give you leverage over Lord Tyrant Hexeris. He would give much to study such a prize."

The supreme aptimus hesitated but the suggestion had undeniable appeal. As always after listening to advice from Aarakis, Zaal reminded himself that the dominar's own insatiable curiosity had ultimately destroyed him. His was an example Zaal was not eager to emulate, but he found truth in the advice.

"I must know more of this creature," Zaal spoke aloud.

The paingivers looked at him. "Sir?" the tormentor asked.

"Come with me, there is no time to explain." Without seeing if they would follow, Zaal stepped quickly back toward the central courtyard, avoiding the bodies of several slain Praetorians. The ancestral guardians marched in step with him, responding to his will without instruction. The basilisks hissed and came as well, leaving the paingivers no choice but to follow.

"Tyrant Xerxis is the other direction."

"The tyrant can wait. There is something we must do here. Question me again, and your life is forfeit."

As they neared, Zaal gained an even greater awareness of the accumulated power of the dragon's corpse. Warped energies flowed from its blood and tainted the very stones beneath their feet. An assortment of armed and howling savages moved through the open space ahead, their minds twisted by the perverse energies of the great fallen creature. Zaal could feel an echo of that perversion, the blight. The basilisks behind him keened, a strange sound he had not heard before. They too sensed the power of this blood. Zaal gritted his teeth against the sensation and marched on, ignoring the hundreds of charred and hacked corpses littering the surrounding stones, to approach the tremendous head of the fallen serpentine creature.

BACKGROUND

Not long after Grim Angus managed his narrow escape, the massive army comprising the bulk of the Legion of Everblight converged on the Castle of the Keys. The escalating battle between three different armies that followed marked the bloodiest and most protracted conflict seen in this region for thousands of years. Skorne soldiers and mystics initially occupied the sprawling ruins of the

KNOW THY ENEMY SCENARIO

Castle of the Keys. Some explored its depths while others worked to restore and reinforce the upper battlements. Led by Supreme Aptimus Zaal and Lord Tyrant Hexeris, these skorne had no idea that they probed the lair of a dormant dragon and were equally ignorant of Everblight's swiftly approaching army.

Complicating the battle, a hastily assembled attack force of the Circle Orboros had gathered in the wilds surrounding the Castle of the Keys. While previously attempting to forestall and divert the approaching Legion, the Circle had resigned itself to the inevitable conflict. Rather than hurling themselves headlong against the Legion's larger army, however, they decided to lay in wait and allow Everblight's warlocks to weaken themselves besieging the skorne before springing to attack from the rear.

The ensuing three-way battle inflicted tremendous losses on every side and no combatant found a powerful advantage. The only true victor of this battle was Everblight. While the Legion suffered severe losses in this engagement, they slew the dragon Pyromalfic and Thagrosh absorbed its athanc. Everblight had achieved His goal, and to the dragon, nothing else mattered.

In the confusing aftermath of routed forces, scrambling searches amid the dead, and dozens of isolated skirmishes, the Castle of the Keys fell into tumult. To at least one skorne mystic, this turmoil suggested an opportunity. Supreme Aptimus Zaal, having survived the battle intact, determined he must take advantage of the opportunity to study the corpse of a dragon.

SKORNE HORDE COMPOSITION

Supreme Aptimus Zaal

1 Basilisk Drake

1 Basilisk Krea

1 Paingiver Beast Handlers unit
(1 Tormenter and 5 Paingivers)

3 Ancestral Guardians

CIRCLE ORBOROS HORDE COMPOSITION

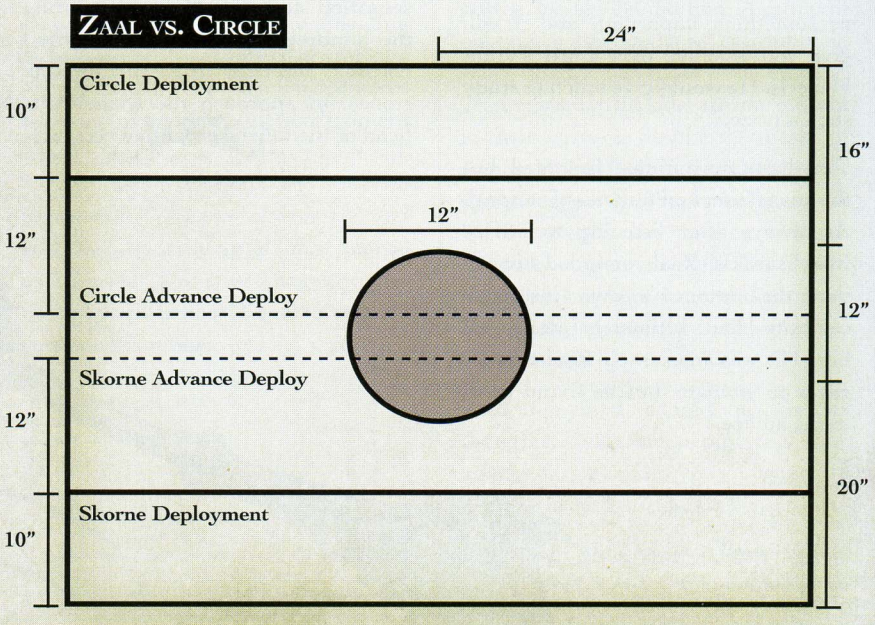
1 Warpwolf

1 Tharn Bloodtrackers unit
(1 Huntress and 7 Bloodtrackers)

1 Tharn Ravagers unit
(1 Beast Lord and 4 Ravagers)

1 Tharn Wolf Riders unit
(1 Huntress and 3 Riders)

ZAAL VS. CIRCLE



DESCRIPTION

Supreme Aptimus Zaal is intrigued by reports of Pyromalfic's demise and seeks to unearth the mysteries of the mighty dragon. Unfortunately for the Skorne forces, wild beasts and savage Tharn have also been drawn to the site of the grizzly battle. Zaal must obtain samples of the dragon's corpse for further study while fending off the beasts and their savage companions.

SPECIAL RULES AND SET UP

Place a 12" diameter hill in the center of the table to represent the head of the corpse of the dragon Pyromalfic. Players then take turns placing obstacle, obstruction, and shallow water terrain features until one player wishes to stop. The other player may then place one additional piece. Players may not place terrain features within 3" of another terrain feature or the table edge, within either player's deployment zone, or on the corpse-hill.

If Supreme Aptimus Zaal is on the corpse-hill and is not engaged, he may perform a special action to collect a sample from the dragon's corpse. The Skorne player wins the game if Zaal collects two samples.

Any warbeast on the hill will automatically frenzy during its controlling player's Control Phase as the blighted energies of the dragon's corpse overwhelms it. Warrior models / units on the hill never flee, driven to continue the fight by the blighted energies of Pyromalfic.

BEGINNING

The Circle player deploys first and takes the first turn. Players deploy their forces up to 10" from the table edge.

Before the start of the game, after both players have deployed, Circle warbeasts may move up to their SPD in inches directly towards the center of the hill representing the corpse of Pyromalfic.

VICTORY CONDITIONS

The Skorne player wins the game if Zaal collects two (2) samples from the dragon corpse by the end of the sixth round.

The Circle player wins the game if Zaal is destroyed or removed from play or if Zaal has not collected two (2) samples from the dragon corpse by the end of the sixth round.

Warpwolf EXTREME!

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Privateer Press announces the second model in our Extreme model series: the Warpwolf Extreme. This fine detail model from the sculptor who created the Dire Troll Mauler Extreme exudes raw, unrestrained power and unearthly grace. Suitable both as an artistic centerpiece and for destroying your enemies on the table, the Warpwolf Extreme will only be produced while demand lasts. Don't miss your chance to own this masterpiece HORDES™ miniature!

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Are you an Extreme painter? Grab a box set of Circle Orboros Formula P3 paint to get the best colors for your Warpwolf Extreme, paint that puppy up, and submit a photo of your finished work to our player gallery at: **submissions@privateerpress.com. If we like it, we'll print it.**

OBJECTS OF WAR

SCENARIOS FOR WARMACHINE TERRAIN PIECES

Scenarios by Jason Soles with Kevin Clark and Matt Wilson • Terrain by Gale Force Nine

Gale Force Nine has been busy producing new WARMACHINE terrain. After seeing the amazing fully-painted resin terrain pieces, we sat down to write some scenarios spotlighting the beautiful pieces. Planned for release in late 2007, find out more at:

www.GF9.com

THE STORM GATE

Let us teach them the meaning of lightning war.
— Commander Adept Sebastian Nemo

DESCRIPTION

On a lonely, windswept battlefront, Cygnar unleashes a powerful new technological weapon. The Storm Gate literally bends the forces of nature to the will of man, creating a nearly impenetrable barrier of electrical fury. Desperate enemies must now weather the storm or be swept aside by its wrath.

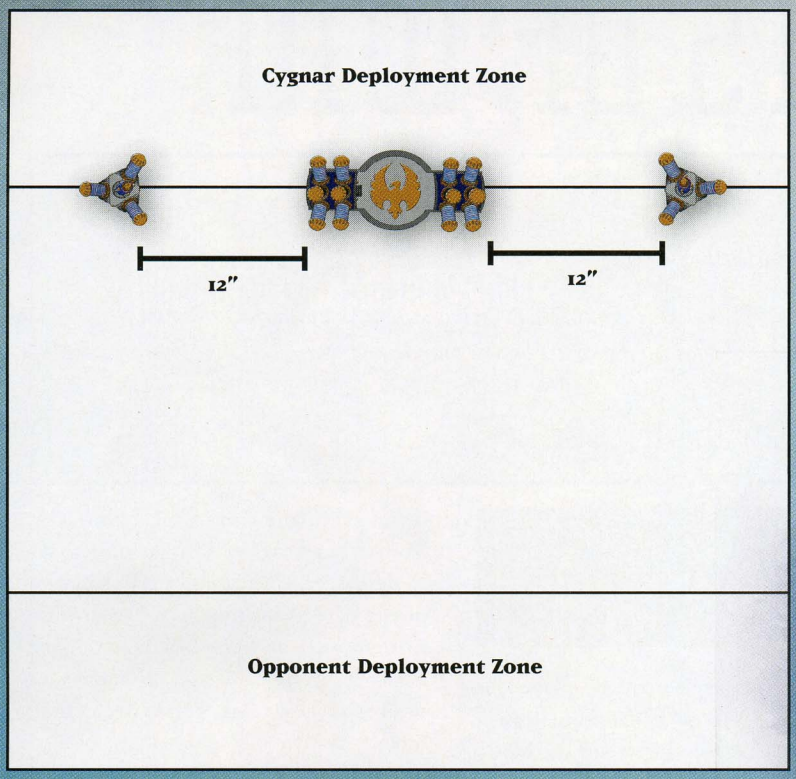
SPECIAL RULES

The Storm Gate is intended to be played between a player fielding a Cygnar army and a player of another faction. The game may be played at the 500-, 750-, or 1,000-point levels. Players decide on the size of the battle before starting play. The Cygnar player plays the defender in this scenario, the other player is the attacker.

See map. This scenario uses the Cygnar Storm Research Station Terrain Set produced by Gale Force Nine. The Research Station is made up of the Storm Reactor and two Lightning Towers. The Storm Reactor cannot be damaged in any way. Each Lightning Tower is an ARM 18 structure that is destroyed after taking 20 damage points (see Damaging and Destroying Structures, *WARMACHINE: Prime Remix*™, pages 79-80). Remove a destroyed Lightning Tower from the table.

Place the Storm Reactor in the middle of the table, 10" from the rear table edge of the Cygnar player's deployment zone. Place the Lightning Towers 10" from the rear table edge of the Cygnar

THE STORM GATE



player's deployment zone, one 12" east of the Storm Reactor and the other 12" west of the Storm Reactor.

Between the Lightning Towers and either side of the Storm Reactor are the Storm Gate areas. A model whose base intersects any line drawn between the edge of a Lightning Tower and the nearest edge of the Storm Reactor is within a Storm Gate.

The Storm Gates may be turned on or off during play. A model entering or ending its activation in the area of a Storm Gate suffers a POW 16 damage roll. A warjack entering a Storm Gate immediately suffers Disruption. A warjack suffering Disruption loses any unused focus points and cannot be allocated focus points or channel spells for one round. A warjack cannot be allocated focus while in a Storm Gate area. A model may enter or end its activation on the dais in the center of the Storm Reactor without suffering damage or being disrupted.

There is a control panel on either side of the dais on the Storm Reactor. A warrior model in base contact with a control panel can turn the Storm Gate on the corresponding side off or on by performing a special action. While turned off, models entering or ending their activations inside a Storm Gate area do not suffer damage and are not disrupted. The Storm Gates begin the game on.

A Stormsmith within 10" of either the Storm Reactor or a Lightning Tower gains boosted Stormcall damage rolls.

SETUP

Players take turns each placing four (4) terrain features. Players cannot place terrain on their opponent's half of the table. Terrain features must be placed at least 3" from another terrain feature, including the Storm Reactor and Lightning Towers. Terrain features may be placed on hills.

BEGINNING

The attacker sets up first and takes the first turn. Use standard deployment zones.

VICTORY CONDITIONS

The attacker wins the game if one of his warcasters is in base contact with the rear edge of the Cygnar player's deployment zone at the start of the attacker's Maintenance Phase or if the Cygnar player's last warcaster is destroyed or removed from play.

The Cygnar player wins if the attacker's last warcaster is destroyed or removed from play.

SANCTUARY

In that valley is a Menite shrine. Gather your forces Kommander, and pay our respects. —Kommandant Irusk to Forward Kommander Kratikoff.

DESCRIPTION

A small Protectorate force has bivouacked around an ancient shrine when enemy forces, unaware of the site's sacred power, attack the Menites. Realizing the site is under assault, Protectorate forces quickly converge on the shrine and join the battle.

SPECIAL RULES

This scenario is intended to be played between a player fielding a Protectorate army and a player fielding an army of another faction. The game may be played at the 500, 750, or 1,000-point level. Players decide on the size of the battle before starting play. The Protectorate player must field at least one unit. The Protectorate player plays the defender in this scenario, the other player is the attacker.

This scenario utilizes the Protectorate of Menoth Altar of Flame Terrain Set produced by Gale Force Nine. The Altar of Flame is made up of the Holy Shrine and Altar of Flame. Place the Holy Shrine in the center of the table. Place the Altar of Flame in the center of the Holy Shrine. Neither structure can be damaged in any way.

Models completely within the area of the Holy Shrine cannot be targeted by spells or animi by models that are not completely within the area of the Holy Shrine. Models not completely within the area of the Holy Shrine cannot upkeep spells on models completely within the area of the Holy Shrine.

The first player to hold the area of the Holy Shrine for three (3) consecutive rounds wins the game. A player holds a location if he controls all models within the space described during his Maintenance Phase. Models engaged in melee combat, warrior models with CMD stats of 1 or less, wild warbeasts, and incorporeal models cannot hold a location.

When a Choir of Menoth Warpriest completely within the area of the Holy Shrine makes a Battle Hymn special action, friendly Protectorate warjacks within 8" of the Holy Shrine are affected.

SETUP

Players take turns each placing four (4) terrain features. Players cannot place terrain features in their opponent's deployment zone. Terrain features must be placed at least 3" from another terrain feature, including the Holy Shrine. Terrain features may be placed on hills.

BEGINNING

Once terrain has been placed, the Protectorate player must place one unit completely within the area of the Holy Shrine.

Then the attacker sets up and takes the first turn. The attacker cannot deploy models within 8" of the Holy Shrine. Use standard deployment zones.

VICTORY CONDITIONS

A player wins if he holds the Holy Shrine for three (3) consecutive rounds.

A player wins if his opponent no longer has any warcasters in play.

BIG IVAN

If they fire that thing again, we're done for.

—Arms Master Antonius Borman

DESCRIPTION

A massive Khadoran gun emplacement threatens to obliterate an enemy position. If the cannon cannot be quickly taken or destroyed, all will be lost.

SPECIAL RULES

Big Ivan is intended to be played between a player fielding a Khador army and a player fielding an army of another faction. The Khador player plays the defender in this scenario, the player playing the other faction is the attacker. The Khador player fields a 500-point army. The attacker has up to 1,000-points divided into one Main Attack Force and five (5) Reinforcement Groups, each made up of up to 100 points. The attacker can only field one warcaster and his warcaster must be part of the Main Attack Force.

The attacker only deploys his Main Attack Force at the start of the game. The attacker may deploy one Reinforcement Group at the beginning of each of his Maintenance Phases, including the first. All models in the Reinforcement Group must be placed completely within 3" of the rear edge of his deployment zone. Models in Reinforcement Groups do not benefit from Advance Deployment or Ambush.

This scenario utilizes the Khador Avalanche Cannon Terrain Set produced by Gale Force Nine. The Cannon is made up of the Cannon Base, Loading Carriage, Powder Bags, and Shells. Place the Cannon Base in the middle of the table, 10" from the back edge of the Khador player's deployment zone. Place the Loading Carriage directly behind the Cannon Base inside the Khador player deployment zone. The Cannon is an ARM 18 structure that is destroyed after taking 40 damage points (See Damaging and Destroying Structures, *WARMACHINE: Prime Remix*, pages 79-80). When damaged, the Loading Carriage is considered part of the cannon.

The Khador player places two (2) Shells and the Powder Bags within 5" of the Cannon. A Shell has ARM 22 and explodes if it takes damage. When a shell explodes, center a 5" AOE on the shell, all models under the AOE suffer a POW 12 blast damage roll.

Place the third Shell on the Gun Carriage. This Shell is considered part of the Cannon and cannot be independently damaged.

The Powder Bags provide cover.

Once during each of the Khador player's turns, if Khador forces hold the Cannon, a Khador warrior model in base contact with the Gun Carriage may make a special action to fire the Cannon. Khador forces hold the Cannon if all models in base contact with the Gun Carriage are Khador models. Each time the Cannon is fired the attacker loses one Reinforcement Group, chosen by the attacker, that has not yet deployed.

After the Cannon is fired, all models/units cannot give or receive orders for one round. Models within 10" of the Cannon when it fires suffer deaf for one round. A deaf model moves at half rate, suffers –2 to attack rolls, cannot make free strikes, and cannot target models that were not in its front arc at the start of its activation with attacks.

SETUP

Players take turns each placing four (4) terrain features. Players cannot place terrain features in their opponent's deployment zone. Terrain features must be placed at least 3" from another terrain feature, including the Cannon and Shells. Terrain features may be placed on hills.

BEGINNING

The attacker sets up first and takes the first turn. Use standard deployment zones.

VICTORY CONDITIONS

The attacker wins if the Cannon is destroyed or if the Khador player's warcaster is destroyed or removed from play.

The Khador player wins if the attacker's warcaster is destroyed or removed from play.

FUMIFUGIUM

As long as they persist in soaking the earth with their blood, we will have fuel for our industry. —Master Necrotech Mortenebra

DESCRIPTION

Foul smoke pours from a Cryxian mining rig as an army gathers to shut down the operation once and for all.

SPECIAL RULES

Fumifugium is intended to be played between a player fielding a Cryx army and a player fielding an army of another faction. The game may be played at the 500-, 750-, or 1,000-point level. Players should decide on the size of the battle before starting play. The Cryx player plays the defender in this scenario, the player playing the other faction is the attacker.

This scenario utilizes the Cryx Necrotite Mining Rig Terrain Set produced by Gale Force Nine. The Mining Rig is made up of the Mining Rig, a Large Ruined Wall, and a Small Ruined Wall. Place the Mining Rig in the middle of the table, 10" from the back edge of the Cryx player's deployment zone. Place the Large Wall section in front of it, facing the attacker's deployment zone. The Cryx player then places the Small Wall section anywhere within 5" of the Mining Rig, but not within 3" of the Large Wall.

The Mining Rig is an ARM 18 structure that is destroyed after taking 30 damage points (See Damaging and Destroying Structures, *WARMACHINE: Prime Remix*, pages 79-80). The Large and Small Wall sections cannot be damaged in any way.

The Necrotite Rig constantly releases clouds of noxious smog that drift across the battlefield. Every other round, beginning at the start of the Cryx player's Maintenance Phase, the Mining Rig is either obscured in thick smoke or unleashing toxic smog clouds. The Mining Rig starts the game obscured. During the Cryx player's first Maintenance Phase the Mining Rig releases a smog cloud, at the start of the Cryx player's second Maintenance Phase the Mining Rig is obscured, and so on.

While obscured, the Mining Rig cannot be targeted by ranged or magic attacks, and living models within 3" of the Mining Rig suffer -2 STR, -2 on attack rolls, and suffer a POW 12 damage roll if they end their activations within 3" of the Mining Rig.

When the Mining Rig releases a smog cloud during the Cryx player's Maintenance Phase, one 3" AOE smog cloud effect immediately moves 2d6" in a direction determined by the deviation template away from the Mining Rig. Smog clouds are continuous effects. At the start of each player's turn, roll a d6 for each smog cloud in play before a new smog cloud is released. On a roll of 1 or 2 the smog cloud expires, otherwise it moves d6" in a direction determined by the deviation template. A smog cloud expires if it touches a table edge. While in a smog cloud, living models suffer -2 STR and -2 on attack rolls.

If the Mining Rig has not been destroyed, the Cryx player may return destroyed models to play. The Cryx player may either return one previously destroyed solo or up to 30 points in destroyed trooper models. Solos are placed within 3" of the Mining Rig. Troopers can be returned to their original units if at least one model in the unit is within 3" of Mining Rig. Returned troopers must be placed in unit formation and activate normally this turn.

SETUP

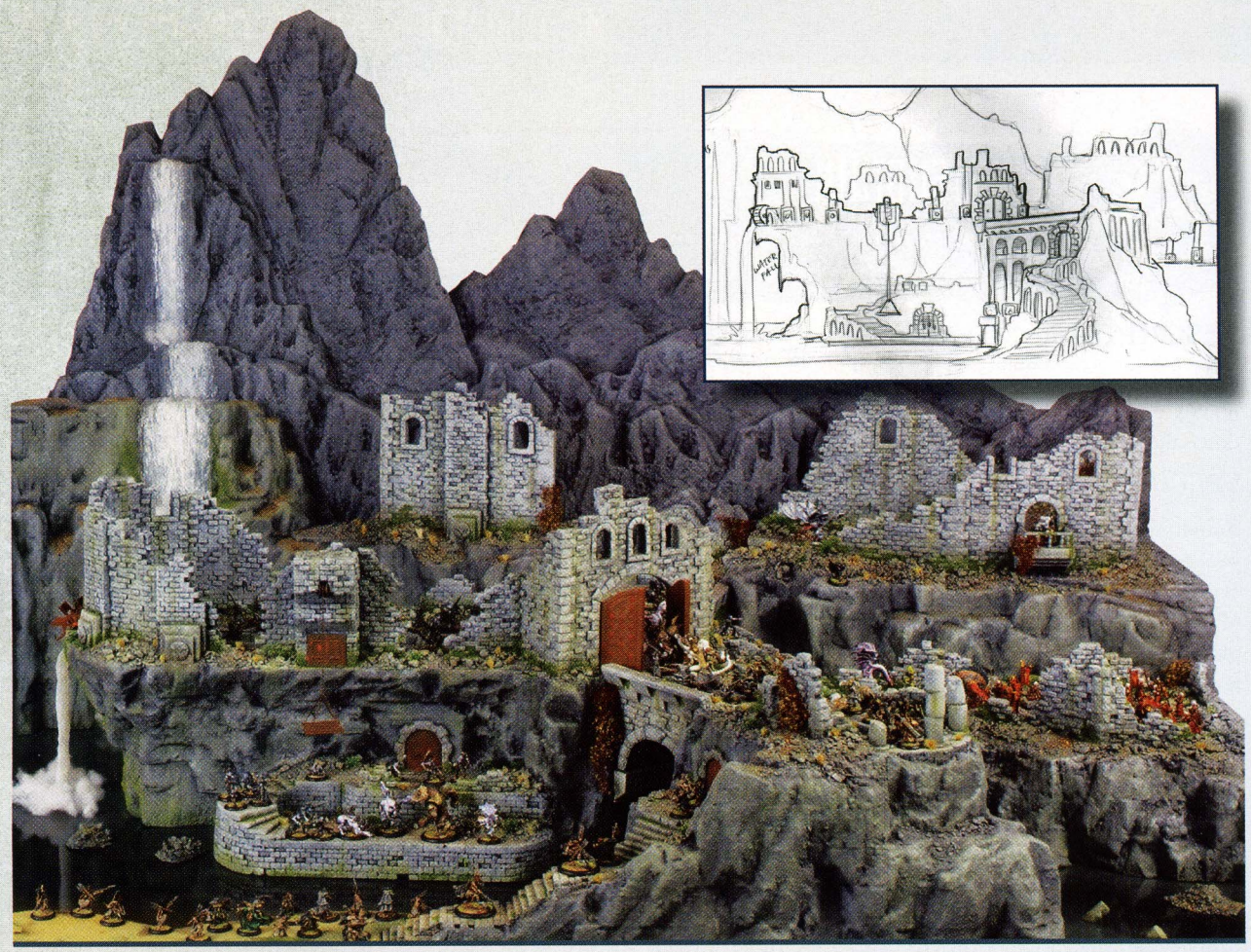
Players take turns each placing four (4) terrain features. Players cannot place terrain features in their opponent's deployment zone. Terrain features must be placed at least 3" from another terrain feature, including the Mining Rig and Wall sections. Terrain features may be placed on hills.

BEGINNING

The attacker sets up first and takes the first turn. Use standard deployment zones.

VICTORY CONDITIONS

The last player with a warcaster in play wins the game.



BRICK by BRICK

The Making of the Castle of the Keys

One of the showpieces in *HORDES: Evolution* is the enormous Castle of the Keys. Tasked with creating an epic backdrop to highlight the new models and units in the book, terrain maker extraordinaire Alfonso Falco took over two months to produce this massive table. We pulled Alfonso away from his foam cutters and hot glue gun to talk about building the Castle of the Keys brick by brick.

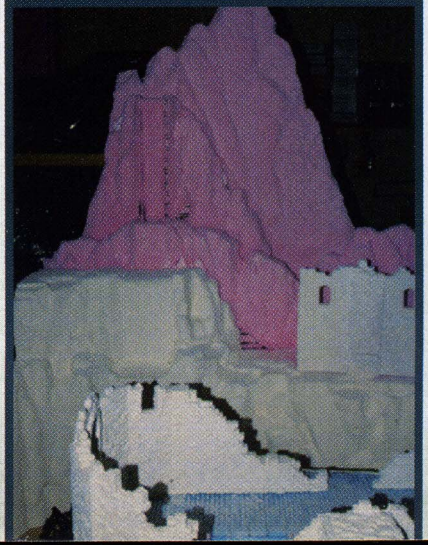
Interview with ***Alfonso "The Traitor" Falco***

The Castle of the Keys features prominently in *HORDES: Evolution* and its Theater of War in that book.

No Quarter: How did you get the assignment to make the Castle of the Keys?

Alfonso "The Traitor" Falco: Matt (Wilson) came down to my work area with two pieces of paper with a couple of drawings he said were for *HORDES: Evolution*. The drawings turned out to be the side view and the top view of the castle. I looked at them and said, "Oh, that'd be rather cool. How big is this table going to be?" "Six feet by four feet," he said. I blinked at him for a second and then asked, "How tall?"

The Castle of the Keys in the early stages of development, showing the combination of foam and plaster needed for this terrain.



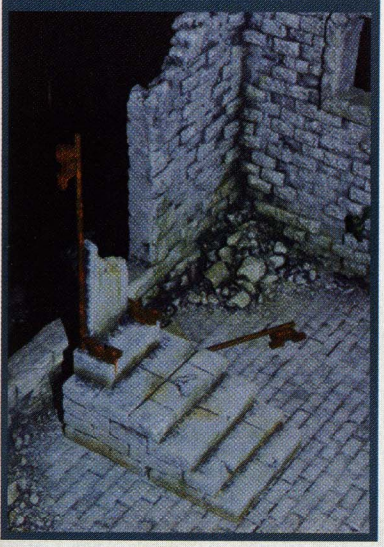
Hours of planning and tweaking went into making the original sketch and floor plan into a workable model. Once complete, Alfonso built the foundations upon which the rest of the Castle sat.

An easy way to make cobblestones here is to press and cut into a sheet of foam.

The final product. Staggering and pushing out some of the bricks gives it that realism.

"The tallest point," said Matt, "is going to be about three feet tall." I really didn't have any warning about this massive project. I knew that I was going to be making something for Evolution, something kind of big, but I didn't realize it was going to be this large or this detailed.

A long abandoned throne, adorned with the Castle's namesake.

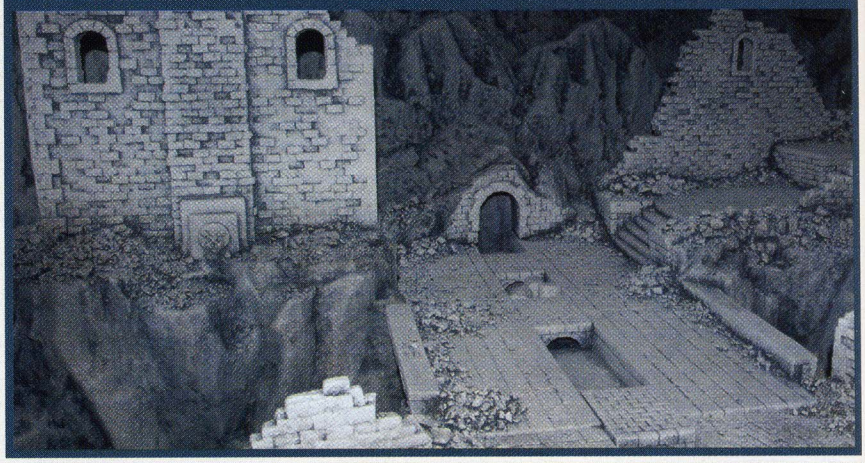


Alfonso sprays on a mixture of water and glue to adhere the blend of sand, broken plaster, and kitty litter (unused, mind you) to make the piles of debris that dot the Castle of the Keys.

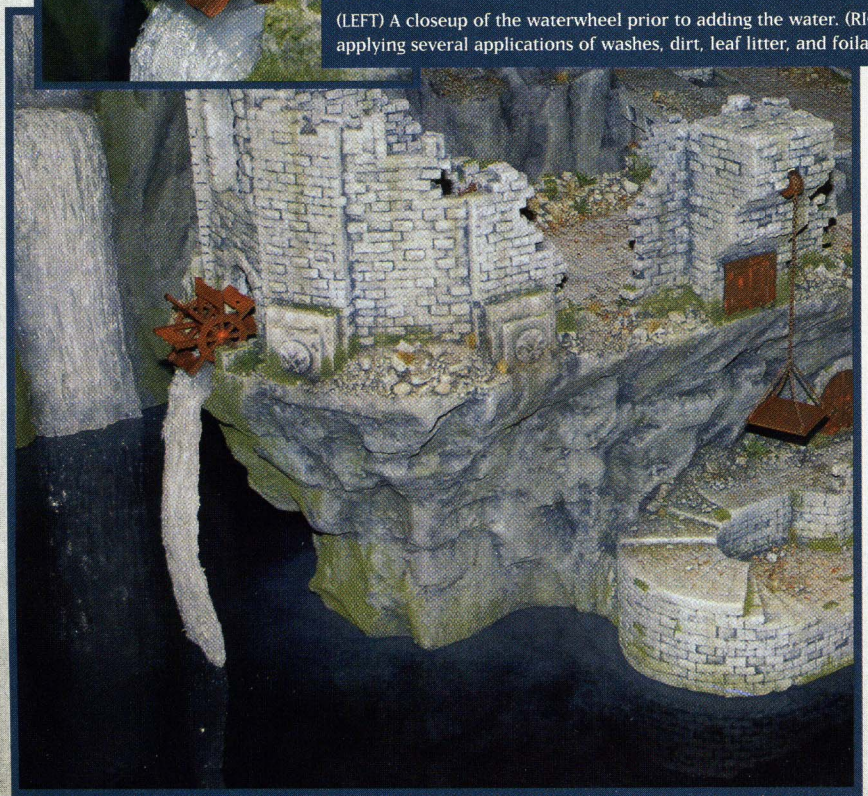
NQ: How did you start working on this project?

Alfonso: The first step involved taking the drawings from Matt and making them scale drawings. It took a couple of days to get everything right, and there were a lot of things that needed to get tweaked. It worked out that the canals were only going to be two inches wide, and realizing that that wasn't going to work, I had to rescale everything. There was a lot of back and forth with Matt, getting permission to move things around or remove elements that weren't working. Fortunately, he told me that none of the lines were sacred, but he still wanted the aqueduct, waterwheel, and bridges to stay the same so I had to make everything fit.

The Castle after the first application of black washing. It took three applications of this wash to get the shadowing just right



(LEFT) A closeup of the waterwheel prior to adding the water. (RIGHT) A finished section of the Castle of the Keys after applying several applications of washes, dirt, leaf litter, and foilage.



Alfonso made the waterfall with silicone caulking and used polyfiber to make the "splash" (shown in the picture on page 62). The lake consists of three layers of polyurethane over black paint.

NQ: What were the challenges of actually putting the Castle together?

Alfonso: I had never done any terrain that featured water so prominently before. Luckily, I had made a waterfall element for a HORDES demo table once and knew that I could use the same techniques on the Castle. I was really worried about the large flat section of the water, though—it was something I had never done before. I did a small sample piece, which turned out fine. It involved fading the color from light at the bank, to a much darker color in the middle, all covered in polyurethane. So all that depth that you see is actually an illusion.

NQ: So you're building a castle and that involves a lot of bricks. Where did you get them?

Alfonso: I made them. When I began, all the bricks were going to be made out of foamcore. I took two sections of this material, stuck them together, and drew out each brick. Yes, every brick that you see on there was done individually, cut out with a sharp blade. I made a special tool that I could use to push some of the bricks in to make them look uneven. (I used the same technique on the floors.) I also wanted some of the bricks to be raised out. To do this, I made about a 100 hundred unique "master bricks" and then made RTV molds out of them. From the mold, I could then make bricks out of plaster. All told, I made about 5,000 bricks for this project. I thought I was going to be okay at 3,500 bricks, and then, halfway through, I realized I was nowhere near done!

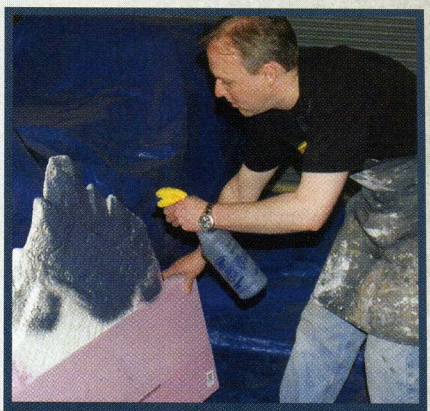
NQ: What are the additional elements that you put into the Castle?

Alfonso: I had to make all the sconces and other metal bits that you see scattered throughout the piece by hand. They weren't hard, but they are very fragile and can knock off easily if you brush them too hard. I also made all of the little ferns around the Castle. Again, they aren't hard to make, but can take some time to do right. I'm glad I made them. When you're making a huge terrain board like this, it's the tiny details that people really like.

NQ: What would you recommend to someone that wants to tackle a project this size?

Alfonso: First, have a large garage or basement to work in. Second, make sure that you build your project in such a way that it breaks down into easily moved sections, or you're going to be stuck with a wonderful thing that eats up your space. And lastly, a project like this takes a lot of time, so make sure you get your friends involved to help you out.

Don't tell Menoth, but the dead guy is actually a Risen model.



Alfonso plays god and builds his mountains in under a day.

A closeup view of the aqueduct before adding the water element (also made from clear caulking. Note the sconces in the picture below—each made by hand for that extra touch.

Castle of the Keys By the Numbers

Here are some of the numbers that went into the making of the Castle of the Keys.

· Man hours involved	250
· Number of bricks made	5,000+
· Number of handmade ferns	64
· Number of gallons of paint	3
· Number of hidden bodies (that Alfonso admits to...)	1

Something Wicked...

~ Infernalists in the Iron Kingdoms ~

By **Douglas Seacat** and **Eric Cagle** · Art by **Matt Dixon, Brian Snoddy, Matt Wilson**

He seemed a kindly old hermit when he begged entry, and we welcomed him into the library with open arms. We trusted him too easily, too quickly; let him lead us with sweet lies and false smiles. We discovered his depravity too late. That trust cost two of my friends their souls. One of his victims, a girl not even twelve winters, escaped and came to us, babbling incoherently. We broke down his door, found his unholy diagrams and blasphemous tomes, but he had vanished. We found the scrupulously clean abattoir in his cellar where he kept his victims before summoning his dark masters. I have not slept a full night since. I have no count of the lives and souls he has stolen, but I will have an accounting.

— Crucible Guard Barefo Pagani, Midfast, on the infamous infernalist Khevre Lichko

Infernalists whisper to the unholy denizens of the outer realms and contract with them to acquire greater arcane power and knowledge faster than their peers. Not all practitioners of this black art begin their illicit study as malevolent monsters. Some well-meaning occultists hope to bend the powers of darkness against evil. Others, blinded by arrogance, become convinced that they can gain the upper hand against the creatures they study. Inevitably, this practice leads down a slippery path of moral compromises and insidious agreements. Those who master infernalism damn uncounted innocents and spend immortal souls like currency to curry favor with unholy entities.

Infernalists are bibliophiles of dark occult lore, ever searching for more information about the outer realms and its denizens. From their hidden laboratories, they penetrate the barrier between worlds and communicate with alien societies that thirst for mortal souls. They kidnap, murder, sacrifice innocents, and worse in their depraved obsession for power.

Infernalists must remain secretive if they value their lives, although other wizards who associate with an infernalist may suspect the true nature of his work. Every major wizard order publicly condemns infernalists and refuses them membership, but occasionally higher officers may secretly tolerate a discreet practitioner so long as he does not endanger the order. A few well-placed bribes or "special favors" also help to preserve infernalists from discovery.

Summoning infernals carries great risk, takes time to master, and requires an infernalist to already boast formidable arcane strength. He must have a strong will, confident personality, and pay precise attention to detail. Infernals sometimes actively recruit arcane practitioners who experiment with conjuration or summoning magic.

Infernalists: Not for Every Game

Infernalist player characters do not fit in every campaign. This class often serves better as formidable adversaries to heroic characters. Ambitious GMs who feel up to the task can tempt arcanists to this corrupt path, seeing if they can successfully deal with the darkest powers from beyond. The GM should keep many infernalist skill checks secret so the infernalist will not know the exact standing of his negotiations and contracts. Infernals can add a unique twist to a game, and calling on their power should always carry the risk of disastrous failure.

History and Methods

Infernalism has a shrouded and notorious history. Scholars theorize that the first human wizards received infernal boons, negotiated by allied Thamarites, which gave rise to arcane study and birthed sorcery. After centuries of oppression by the Orgoth, these desperate conspirators grasped at any weapons available. The full extent of the bargains made in that dark hour remains a mystery, but some claim debts incurred during the Rebellion will soon fall due.

The rise of wizardry and the subsequent development of mechanika proved essential to the Rebellion. However, the reputed involvement of otherworldly powers has left a lingering dark pall over human practitioners of arcane magic. Most wizards would prefer to forget this history and simply hold infernalists in contempt. Despite this, over the centuries a number of occultists have succumbed to the temptation to further their own ends by consorting with infernals.

Infernalists operate in tremendous secrecy, making their exact number and crimes difficult to confirm, but authorities periodically attribute horrific murder sprees or worse atrocities to infernalists. Practitioners exist in small numbers throughout western Immoren, but they seem most numerous in Cygnar. If any city has the dubious distinction of being the center of infernalism it would be Ceryl, where wizardry originally arose. Ceryl houses the hidden Infernal Archive, a Thamarite sept boasting a singularly exhaustive storehouse of lore related to the infernals and their societies (*IKCG*, page 220).

While not all infernalists are devout, or even worshippers of the Dark Twin, the infernalist ethos of seeking power by any means regardless of the consequence fits perfectly with Thamar's philosophy, and the study falls under the purview of the Thamarite faith and specifically under the influence of Scion Ekris, the First Scion of the goddess. Scrupulous followers of Scion Ekris have an easier time negotiating with infernals, and his seminal texts on the subject remain widely respected. The Thamarite faith holds strict prohibitions regarding dealing with infernals, such as the stricture that the Thamarite cannot offer his own or the souls of other Thamarites during negotiations. Infernalists who violate these tenets lose the guidance of Thamar and her scions, along with any benefits of patronage, although outsiders will still presume them to be Thamarites.

A person branded an infernalist has received a death sentence. The pervasive Church of Morrow mandates the destruction of confirmed infernalists and sends Order of Illumination agents to investigate rumors of infernal activity. Well armed and prepared to deal with supernatural threats, the Illuminated sometimes err on the side of caution and eliminate suspicious arcane practitioners despite incomplete evidence. Accordingly, successful infernalists practice their art in near-absolute secrecy, hiding their nature as carefully as any necromancer or Thamarite priest. An infernalist hoping to survive tries to maintain a cover as a "reputable" wizard as long as possible. Only humans are known to be infernalists.

Infernal Executor

What are Infernals?

Infernals are evil outsiders dwelling in a largely mysterious "realm" somewhere beyond Caen, the realm of the living, and Urcaen, the realm of the dead. The inhabitants of Caen have virtually no contact with outsiders of any sort, and even their so-called experts poorly understand the nature of the connections between Caen, Urcaen, and the infernal realm or realms. The most skilled and well-educated infernalist cannot claim to know every detail of the various infernal societies, their internal politics, or to fully understand their often alien and perplexing motives. They only know that these ruthless predators thirst, and pay handsomely, for mortal souls. Infernals will go to great lengths and may offer tremendous power to those who betray and offer up the souls of their own species or other intelligent creatures.

While apparently immortal and extremely powerful, "true" infernals do not possess souls of their own. They enjoy nothing akin to an afterlife and death obliterates them. Since infernal societies constantly vie with one another for supremacy, they have developed a unique system to wage war that limits the risk to their precarious existences: They create warriors to fight in their stead from the stolen souls of mortals. Infernals value souls above all other currency. They represent the power and military might by which infernal societies endure and survive.

Infernalists of western Immoren deal primarily with a single infernal society called the Nonokrion Order. Among this Order, mortals may only negotiate deals with "true" infernals called "curators" and their even more powerful masters, the "executors". These formidable arcanists and bargainers control legions of enslaved warrior infernals, called "conscriptus" and "deciconscriptus", created from stolen soulstuff. While curators and executors manifest as vaguely humanoid, conscriptus come in a dizzying array of shapes and sizes, from the humanoid umbral reavers to the monstrous soul stalkers, quelvitar, quavash, and others even more outlandish. Each conscriptus is a living weapon, shaped for a specific purpose, yet some are also shrewdly intelligent and cunning.

Fortunately, infernals cannot manifest on Caen without the cooperation of mortals and seem entirely barred from Urcaen. Most infernals cannot linger long unless they reinforce their physical form with fresh souls and special contracts arranged with cooperative mortals. This prevents widespread slaughter since infernals "mark" the souls of mortals they slay or those offered to them in bargains. A marked soul cannot pass to Urcaen. It lingers on Caen, in torment, until recovered by an infernal. This is an abomination to the gods, who hold these soul predators in particular disdain. Only Thamar and her First Scion Ekris encourage their followers to deal with infernals, and only if these practitioners observe special restrictions. Many believe the will of the gods alone prevents the infernals from descending en masse to enslave humanity.

Whatever their nature, even the ignorant dread infernals with singular fear and horror, due to the threat they represent extending beyond the physical. Most find death frightening enough, but no sane man or woman can easily confront the thought of losing his or her immortal soul to, effectively, an eternity of forced servitude.

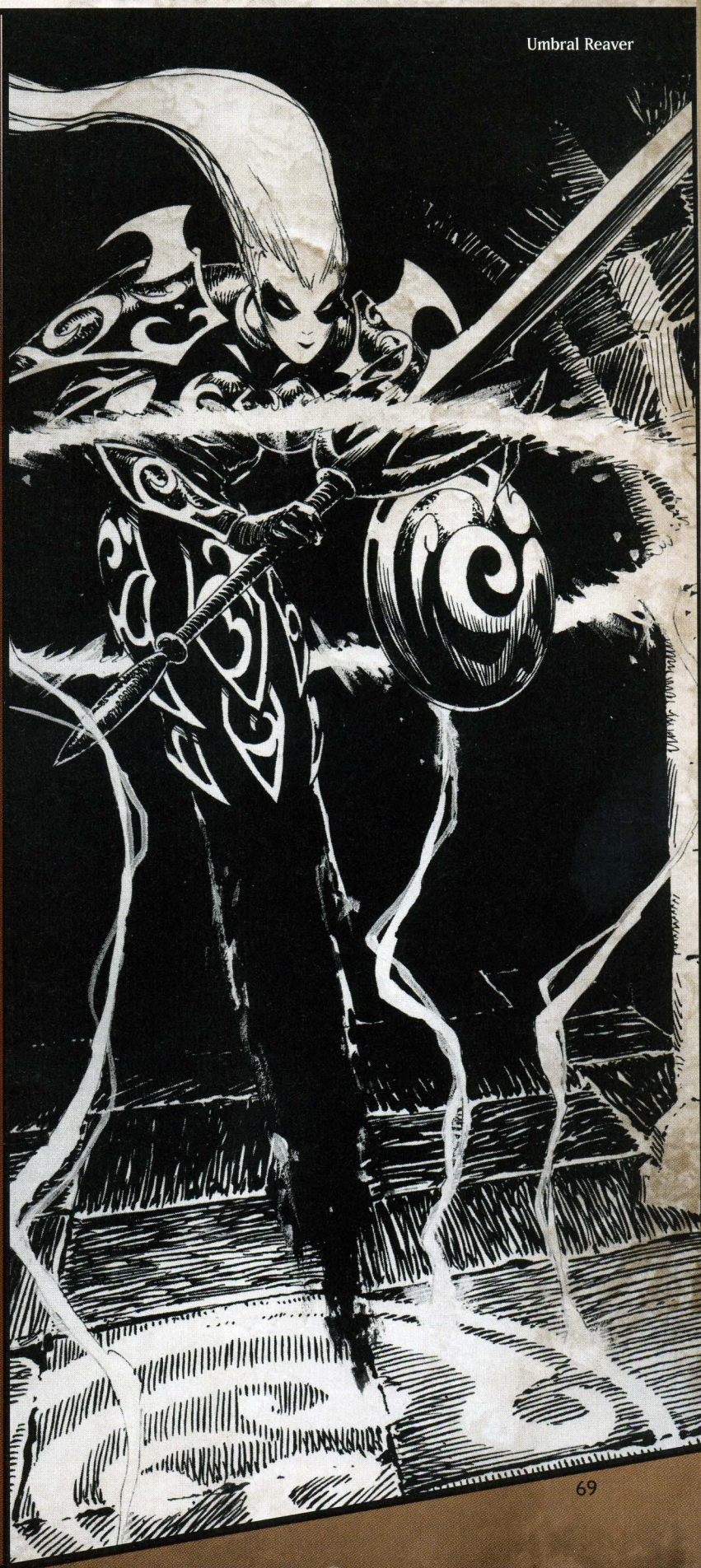
Infernal Reference and Study Guide

GMs interested in including either infernals or infernalists in their games should prepare themselves by studying the following sources. Newer material takes precedence where it contradicts older material; infernals warriors are "conscriptus" rather than "myrmidons", for example. This article takes precedence over earlier material.

Monsternomicon Vol I, p. 102-113 & p. 210-211

Monsternomicon Vol II, p. 88-99

Iron Kingdoms Character Guide, p. 65, 205-206, 217-225, 264-266, 284, 299-300, 363-364



Umbral Reaver

The Infernalist Prestige Class

Requirements

Alignment: Any evil.

Skills: Knowledge (arcana) 10 ranks, Knowledge (infernal lore) 10 ranks, Speak Language (Nokri)

Spellcasting: Must be able to cast *contact infernal* (see New Spells, page 75).

Feats: Spell Focus (Conjuration)

Special: Must have learned the name of an infernal curator (see p. 102 of *Monsternomicon, Vol. I)* and be able to reliably contact that entity. Alternatively, a curator may have contacted a prospective arcanist on its own initiative and provided the means to contact it, demonstrated in dreams, visions, or another indirect fashion.

Class Skills

The infernalist's class skills (and the abilities for each) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features

Hit Die: d4

Weapon and Armor Proficiency: Infernalists gain no proficiency in any weapons or armor.

Spells per Day: Infernalists study magic, but esoteric research into infernal lore slows regular spell advancement. Every other level the character gains new spells per day (and spells known, if applicable) as if he had gained a level in whatever arcane spellcasting class he belonged before he added the prestige class level. If a character had more than one arcane spellcasting class he belonged to before adding the prestige class level, he must decide to which class he adds the level of infernalist for the purposes of determining spells per day and caster level accordingly.

***Contact Infernal* (Sp):** At 1st level an infernalist gains the spell-like ability to cast *contact infernal* once per day (see page 75).

Sense Mark (Ex): At 1st level the infernalist gains Sense Mark as a bonus feat (*IKCG*, page 163).

Patron: At 1st level, one infernal curator or executor with whom the infernalist has regular contact becomes their patron. This specific infernal has a special relationship with the infernalist and provides boons.

Boon (Su): Starting at 2nd level, an infernalist gains one boon per level, so long as they can pay the cost (see Boons, page 71).

Bonus Feat: At 2nd and 4th level the infernalist gains a bonus metamagic feat taught by his patron. The infernalist must meet all prerequisites for the bonus feat, including caster level.

Query Patron (Sp): By 2nd level an infernalist with a patron can receive better information from that patron than they might from another infernal. When contacted through *contact infernal*, the patron will not deceive the infernalist so long as the infernalist furthers the patron's goals and agendas. The infernal patron will usually admit when it does not know the answer to a query and may actually provide suggestions regarding the best individual to contact for that information.

Lesser Metamagic Mastery (Su): At 5th level the infernalist learns from his patron how to greatly enhance the power of his spells. Once per day, the infernalist may spontaneously use one of the following feats on a single spell without paying any of the costs (no increased level costs, etc.): Empower Spell, Enlarge Spell, Maximize Spell, Quicken Spell, Silent Spell, Still Spell, Widen Spell. The infernalist must have the feat to apply it with this ability.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	*Contact infernal*, patron, sense mark	+1 level
2nd	+1	+0	+0	+3	Boon, bonus feat, query patron	—
3rd	+1	+1	+1	+3	Boon	+1 level
4th	+2	+1	+1	+4	Boon, bonus feat	—
5th	+2	+1	+1	+4	Boon, lesser metamagic mastery	+1 level

What Creatures Have Souls?

All living (and some undead) creatures theoretically have spiritual essence. Animals, plants, and magical beasts, however, do not have the type of spiritual essence valued by infernals or most gods — only Dhunia and the Devourer Wurm interact with this type of primal essence. Manifesting a soul requires an Intelligence, Wisdom, and Charisma of at least 3 each, and also a sense of self and the ability to understand a language. Some creatures possessing these attributes (such as dragons, dragonspawn, and true infernals) still do not have souls; however, nearly every sentient humanoid creature on Caen has one.

For convenience, a soul has a "strength" equal to the total hit die of the creature. In some cases a GM may determine that a particularly intelligent, wise, charismatic, holy, or unholy creature has a stronger soul than its HD represents, and can adjust its soul HD value accordingly.

Boons

Boons are enhancements, special abilities, and advanced options made available to an infernalist by an infernal curator or executor in exchange for the infernalist's ongoing services. The infernalist chooses boons from the list below. Some boons can be chosen multiple times. Gaining a boon requires the infernalist to contact his patron but does not require summoning the patron unless noted otherwise. Boons gained during level advancement are part of the patron/infernalist relationship and do not require specific contracts or negotiations. The infernalist must remain in regular contact and on equitable terms with his patron to benefit from boons. He cannot deliberately violate any agreed contracts with his patron. The infernalist can only regain boons lost by violating agreements from a new patron. An infernal patron can revoke boons on a whim unless contractually bound.

Some boons include an option to increase the boon's power by paying an additional cost as specified. The infernalist can choose this option either upon first receiving the boon or later once the payment can be met. Payments include the permanent loss of ability scores and the delivery of captured soul(s) of sufficient hit die.

• **Improve Ability Score (Ex):** The infernalist gains a permanent +1 enhancement bonus to any one ability score. If applied to a different ability score this boon can be taken multiple times.

Option: The infernalist can further increase the chosen ability score by an additional +1 by permanently reducing another ability score by -2.

• **Arcane Secrets (Ex):** By choosing this boon, the infernalist gains an understanding of spells normally forbidden or unknown in the Iron Kingdoms. The infernalist can learn and cast the following spells with all the normal restrictions and requirements: *dimension door, greater shadow conjuration, greater shadow evocation, infernal summons, shadow conjuration, shadow evocation,* or *teleport*. Any attempt to copy these spells into a spellbook by anyone other than the recipient of this boon automatically fails. Only the recipient of this boon can use scrolls of these spells. Infernals control dissemination of these spells and utilize them to tempt other arcanists.

Utilizing spells provided by this boon does not prompt the usual chance of attracting infernal notice (*IKCG*, page 264). However, the infernalist's patron who provided the spell(s) will always be aware of when the infernalist casts these spells. Infernals can exploit the casting of Conjuration (teleportation) spells to make brief visits to Caen without being summoned, acting to further their agendas. In most cases the spellcaster will have no awareness that this has taken place.

• **Infernal Whispers (Su):** By choosing this boon, the infernalist gains the benefit of warnings of danger audible only to himself. This ability provides a +1 insight bonus to saving throws and armor class and allows the infernalist to retain Dexterity bonus to AC (if any) even if caught flat-footed or when struck by an invisible attacker unless the infernalist is unconscious or immobilized.

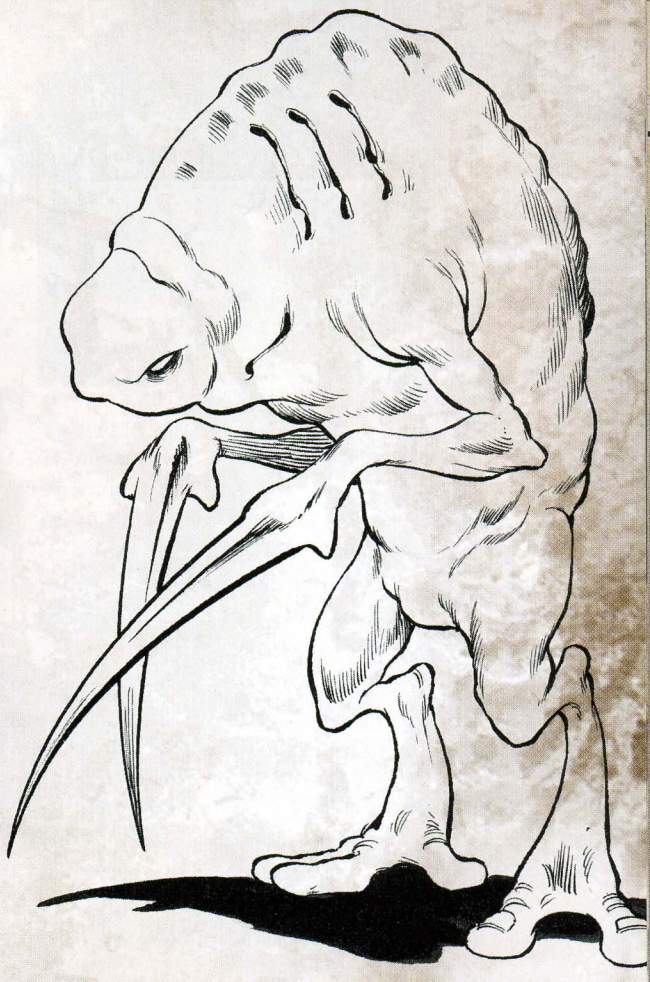
Perils of the Deal

The risks associated with being an infernalist cannot be overstated. Beyond the risk of drawing the wrath of groups such as the Order of Illumination, infernals are thoroughly evil and untrustworthy allies. An infernalist breaking a contract with an infernal may have his soul immediately marked and will be designated for "punishment" by a curator or a curator's supervising executor, in addition to the usual penalties from violating a *geas/quest*.

Option: The infernalist can increase the effectiveness of this boon in exchange for a payment of souls with HD equal to twice his character level. If this option is purchased, the infernalist can no longer be flanked and also gains a +2 insight bonus to saving throws and armor class unless the infernalist is unconscious or immobilized.

• **Infernal Minion:** The bestowal of this boon requires the infernalist to summon his patron utilizing *infernal summons*. Any mortal killed by an infernal minion has his soul automatically marked for collection by the infernalist's patron. The infernalist cannot offer these souls in negotiations or to pay for boons with his patron.

Bivashen Deciconscriptus Infernal



The infernalist receives a minion (or minions) of the infernal deciconscriptus subtype with a total HD equal to 1/2 the infernalist's total character levels. For example, a 12th level character with this boon could choose a single 6 HD bivashen, two 3 HD bivethers, or a 4 HD bivashen and a 2 HD bivether. These minions serve the infernalist to the best of their abilities and follow his commands to the death. These minions can remain on Caen indefinitely unless destroyed or banished. Acquiring this boon requires the infernalist to pay his patron either a single soul equal to the HD total of the desired minion(s) or multiple lesser souls totaling at least 2x the HD of the desired minion(s), at least one of which must equal half the total HD of the desired minion(s).

Special: If an infernalist's minions are destroyed, the infernalist can contact his patron to restore the boon. This requires a new equivalent payment, or the infernalist can negotiate for a more powerful minion.

Discount Minions, 50% off!

When a conscriptus or deciconscriptus is destroyed, the "soul essence" which composed it lingers and can be collected by a *soul cage* in a similar fashion as collecting an actual soul. If an infernalist recovers the soul essence of destroyed minions and returns it to his patron, the price of restoring those minions drops by 50%.

Option: An infernalist can bargain for a single, more powerful minion of the conscriptus or deciconscriptus subtype with a total HD of up to 3/4 of the infernalist's character level. This requires a minimum payment of 1 point of Constitution and two souls, each of which must have at least as many HD as the chosen minion. For certain conscriptus infernals, the required souls may have additional stipulations, such as originating from a person of a specific background. For example, a 16th level character with this boon could choose a 12 HD quelvash conscriptus but would need to pay with two souls of at least 12 HD each (for a total of at least 24 soul HD). The infernalist's patron might specify that one of the souls come from a murderer and another from a defender of the weak.

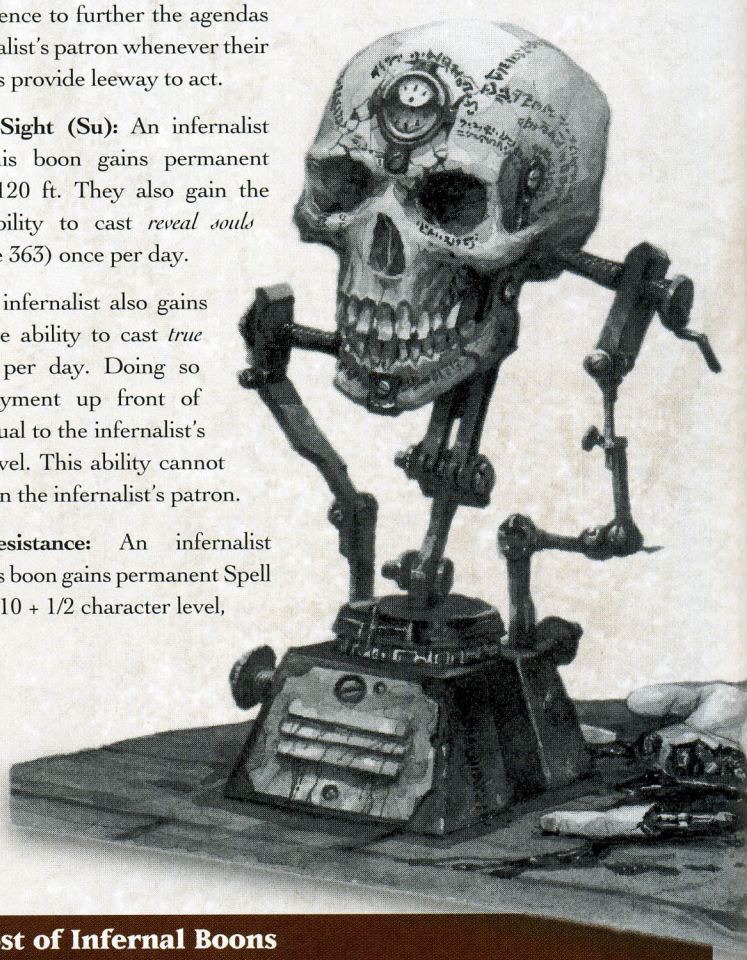
Under no circumstances can an infernalist have minions whose total HD exceed 3/4 his character level. Powerful minions always seek to act outside the parameters of their service, but cannot disobey specific orders. They will utilize their intelligence to further the agendas of the infernalist's patron whenever their stated orders provide leeway to act.

- **Infernal Sight (Su):** An infernalist choosing this boon gains permanent darkvision 120 ft. They also gain the spell-like ability to cast *reveal souls* (*IKCG*, page 363) once per day.

Option: The infernalist also gains the spell like ability to cast *true seeing* once per day. Doing so requires payment up front of soul HD equal to the infernalist's character level. This ability cannot be utilized on the infernalist's patron.

- **Spell Resistance:** An infernalist choosing this boon gains permanent Spell Resistance (10 + 1/2 character level, rounded down). However, this spell resistance does not apply to any spells or spell-like ability originating from the infernalist's patron. This bonus increases with the infernalist's character level.

Option: An infernalist may increase this Spell Resistance by 2 points in exchange for a payment of soul HD equal to his character level.



The Cost of Infernal Boons

As infernalists grow in power, they acquire new boons, representing "gifts" granted by their infernal patron. Such benefits come with a cost, however, as each boon carries with it a dark stain on the infernalist's soul, with various negative consequences. Each new penalty acquired stacks with previous penalties attained via boons. These same penalties apply to anyone who is the recipient of boons from an infernal.

Boons	Penalty
1	Animals or magical beasts within 20 feet of the character always begin with an unfriendly or worse attitude and Handle Animal or similar skill checks receive a -5 penalty.
2-3	Anyone failing their Spellcraft check by any amount when using the Sense Mark feat to scan an area where the character is present or has been present within the last 24 hours will receive readings leading them to believe the character is an actual infernal.
4	All spells cast by the character are treated as having the Evil descriptor for the purposes of detection spells, feats, or abilities. Furthermore, the character is warded by *protection from evil* spells and effects as if he were a summoned creature.

Deals with the Devil

Infernals always require compensation for their services and knowledge, and bartering with them is a dangerous process more art than science. Beyond the boons and abilities gained for advancement in the class, infernalists may negotiate to tremendously increase their power in exchange for mortal souls. The possibilities and extent of the power available to an infernalist through the course of such negotiations remains entirely up to the GM's discretion and imagination.

Mortals other than infernalists may make arrangements with infernals. In theory any mortal who can contact and provide payment can bargain with an infernal. Certain special infernals, such as umbral reavers (*MNI*, p. 108-113), have established shortcuts for ordinary mortals to summon them at a great cost to the mortal's soul. However, contact with infernals requires arcane power and spells such as *contact infernal* and *infernal summons*. Patrons sometimes offer deals to recruit additional infernalists, and may teach the *contact infernal* spell to potential recruits. While characters outside the infernalist prestige class may use these spells, this uniquely specialized class enjoys certain advantages. Infernalists have a better chance of retaining some control during the always complex and difficult negotiations and can more easily arrange contracts that do not immediately compromise their own freedom or safety.

Infernals care nothing for material wealth. They never accept money, gems, or other material goods as payment. They only accept souls, life essence, and bartered exchange of services. Contracted arrangements to which an infernal and mortal formally agree are typically enforced by a *geas/quest* spell.

Non-Infernalists & Infernals

Non-infernalists suffer a -2 penalty to related Bluff, Diplomacy, Knowledge, and Sense motive checks when negotiating with infernals.

Payment in Souls

Infernals value mortal souls above all other currency. Souls can be bartered whole or in pieces, and for convenience, are "divided" by their value in hit die. *Soul cages* greatly facilitate the storage and transfer of souls. Even Thamar forbids trading one's own soul, an act universally considered a breach in faith, and trading the soul of others—whether willing, helpless, or coerced—is always an evil act. For more information about *soul cages*, see page 284 in the *Iron Kingdoms Character Guide*.

Desperate individuals may sell "pieces" or fractions of their own soul. Most infernalists who play this dangerous game never reverse their destiny. When he barters more than half his soul (in rounded hit die), an infernalist cannot pass to the afterlife after death. Infernals may claim a sold soul at any time, although they often allow a cooperative infernalist to continue his work until his death. Extremely patient, infernals feel no need to disrupt future profits for short-term gains.

Life Essence

Life essence takes the form of character attributes or experience points. This lesser currency may suffice to pay for certain services. Loss of ability scores in this fashion is permanent and irreversible. Infernals utilize such offerings to strengthen themselves.

Services

Infernals with numerous mortal contracts may use an infernalist's skill to further their agendas or fulfill other contracts. For example, an infernal could demand the creation of a magic item in a contract with one arcanist to fulfill the contract of another.

Exchanging services with an infernal is not necessarily evil, depending on the nature of the exchange. Service contracts always have the force of a *geas/quest* spell.

Umbral Reavers

Umbral reavers have created specific rituals by which non-arcanists can summon them under an 'implied contract' which extracts an immediate toll. Going through the proper channels (such as a curator or executor), an infernalist can arrange to have an umbral reaver serve him just as he would any other conscriptus, utilizing a normal infernal contract. In this case, the infernalist need not pay the same cost as the uninitiated when they summon these creatures by means of the ceremonies described in the *MNI*.

What Can a Soul Buy?

One cannot simply rub a lamp and summon a true infernal. Dealing with infernals can provide great benefits, and in theory an infernal contract can include nearly any type of request. However, nothing comes for free, and an infernal must still work to make things happen.

Infernals must either work to fulfill a contract via their own arcane means or use subordinate infernals or mortal minions. Such results do not happen instantaneously. Easy tasks include providing information readily available to the infernal, teaching specific spells, or killing an adversary of trivial difficulty for the infernal or its minions. Slightly more expensive, but still easily performed, tasks include arranging for a lesser infernal to serve as a short-term bodyguard or killing a challenging opponent. Higher prices make much more involved requests possible. Grandiose requests might involve multiple contracts, repeated summoning, and hundreds of HD worth of souls.

Using a *soul cage* to offer captive souls is the most convenient method of delivering infernal payment. To offer the soul of an unwilling and still living victim, the infernalist must have that person completely helpless, present during the summons, and not under the effects of *protection from evil*. Even in this case, some particularly pious individuals (such as clerics, paladins, and exemplars) may be protected. Such souls remain inviolate unless the pious person renounces their faith.

Payment in souls and/or ability scores and experience points should always be commensurate with the service or ability gained, particularly permanent abilities. Infernals may discount temporary or one-time use abilities.

Answer Provided	Chance	Strong Affinity/Likelihood of Answering
True Answer	1-35%	(1-60%)
Partial Answer	36-50%	(61-80%)
Does Not Know	51-80%	(81-95%)
Deliberately Deceptive Answer	76-100%	(91-100%)

In some cases, an infernal will not immediately answer a question or may require time to find an answer to a question. This can prompt a contract negotiation for service, and may require appropriate payment.

Contacting Infernals for Information

An infernalist contacting an infernal for information rather than a service need not necessarily summon it. The infernalist can use *contact infernal* to ask questions of the contacted infernal (see the table above). An infernal contacted for the first time usually provides very brief answers, such as "Possibly," "Of course," "Yes," or "No." Longer questions and answers become possible after repeated contact with the same infernal, and gradually a full dialogue can ensue. Infernals will answer questions of this nature to encourage the caster to continue to contact them and seek information, with the hopes of eventually encouraging contract negotiations.

Infernals do not appreciate such contact more than once per week. An infernal contacted too often may send a backlash of energy to afflict the caster, requiring an immediate Will save (DC 25) to avoid having both his Intelligence and Wisdom reduced to 8 (recovered as normal).

Determine the infernal's ability to provide a truthful answer by the chart above. Infernals prefer to deceive with half-truths rather than outright lies. Percentages in parenthesis are for information which the GM believes the infernal in question to have a particular affinity with or likelihood to answer accurately.

Arranging Contracts with Infernals

Arrangements with infernals usually occur by establishing a dialog with either a curator or an executor using the *contact infernal* spell. The details of a proposed contract are determined at this stage, before any summoning spell is cast. The wise infernalist will write a draft of the specified terms and agreements to check against the version prepared by the infernal. Contracts at this stage are not binding, but are finalized when the infernal is summoned to Caen and both the infernal and the summoner sign the infernal's contract. Naturally, the wise summoner always reviews the infernal's written contract to ensure it did not "adjust" the terms to provide unfavorable conditions.

Attempting to convince an infernal to agree to a specific contract requires a contested Diplomacy check. If the caster wins this check, the contract favors him. If the infernal wins, it will either refuse the contract or write the contract in its favor. Usually this means a higher cost for the contract than strictly required (i.e.: the infernal will demand more HD worth of souls in exchange). GMs should conceal the true nature of the success or failure of this check; the infernalist should always believe he has negotiated well. An infernalist can determine the actual degree of bias, relative to the difference in the contested check, with a contested Sense Motive vs. Bluff after negotiation, which may prompt another round of negotiations. Infernals may accept inferior terms in early dealings with a mortal to encourage subsequent summoning. A caster in a desperate situation or a time crunch may do the same.

An infernalist negotiating with his patron receives a +2 bonus to his Diplomacy checks so long as the contract does not run counter to the patron's agenda. Infernals often argue about the contract or try to arrange last minute changes or amendments (handled with an opposed Diplomacy check).

A signed contract obligates the infernal to provide the agreed upon service and the infernalist to pay the agreed upon price with the effect of a *geas/quest* spell that nothing short of divine intervention can break. Unpredictable side effects and consequences often result from these contracts.

Any contract including a bodyguard must declare the duration of service. Typical bodyguard contracts encompass a single 24 hour period. The requested price can double for each increment this duration increases: a week, a month, three months, one year, etc. A bodyguard contract requires a minimum payment of a soul of at least half the HD of the bodyguard. A caster can never have a bodyguard with higher HD than 3/4 the caster's character level. This bodyguard remains until destroyed or its contract expires; the destruction of a bodyguard does not violate the contract. The bodyguard will follow the caster's orders as specified in the contract but may otherwise exploit opportunities to further the agenda of its infernal masters to the limits of its intelligence.

Infernals usually demand and collect payment up-front, but this may vary depending on the terms negotiated. If the caster has offered his own soul, the infernal will immediately mark it but will not usually try to collect it until the caster dies (or outlives his usefulness). The terms of an infernal's service might include its payment, such as a proviso allowing the infernal to slaughter a specified number of incidental victims and keep their souls.

Infernal Curator

New Spells

The spells below are the most common and widespread tools infernalists use to deal with the Nonokrion Order.

Contact Infernal

Divination

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: Concentration

This ritual permits the caster to contact a specific infernal. The caster must know a unique name the entity uses and the sigil representing that name in the Nokiri language. The caster must cut himself, incurring at least 5 hp of damage, and line an arcane circle with his blood.

The caster may attempt to question or engage in a dialogue with the infernal, although it may choose to end the contact at any time (see table on page 74 to ascertain how the infernal answers). This spell is the primary means of negotiating contracts with infernals before summoning them.

Infernal Summons

Conjuration (Calling) [Evil]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels); see text

Target: One infernal

Duration: Instantaneous

Saving Throw: Special

Spell Resistance: No and Yes; see text

Casting this spell attempts to summon an infernal from their home realm to Caen. The caster must have had previous contact with the infernal via *contact infernal*. The infernal will usually heed the summons unless it suspects foul play and does not desire to appear in order to "deal with" the caster. The infernal may always ignore the summons. If it decides to appear, the infernal passes through a gateway from its realm and appears at the designated area of the ritual diagram.

This spell is usually cast to summon an infernal to formalize a contract (see above) and for the infernal to execute its contractual obligations. A summoned infernal can only stay on Caen during the finalization and execution of a contract. As soon as the contracted services are completed, the infernal and/or its proxies are forced to return to their home realm. Infernalists most commonly use this spell to summon a curator infernal to finalize a contract, possibly summon a conscriptus or deciconscriptus to execute the contract, and then disappear. The length of time an infernal can generally remain on Caen for 1 day/caster level while executing its contract, except in the case of bodyguard contracts where the terms of the contract drive the duration.

Material Components: This spell requires materials used in the creation of the summoning diagram, costing a minimum of 10 gold per hit die of the creature being summoned.

The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of Monsternomicon, Vol. 1 *and* Monsternomicon, Vol II.

By Luke Johnson • Art by Chippy and Brian Snoddy • Map Rendering by Josh Manderville

The Pendrake Encounters: The Cephalyx

I have written of the fearsome, subterranean cephalyx before. However, my research reveals that their sinister nature does not confine itself to secluded caverns. After all, they require a fresh supply of humans (or humanlike creatures) to churn through their twisted processes. Indeed, it would not surprise me if at least one of these abominations dwelt in the sewers or basements beneath every major city in the Iron Kingdoms, concocting evil schemes for who-knows-what ends. Those vigilant few who know that monsters lurk even in our 'safest' sanctuaries must remain alert for signs of cephalyx. Fortunately, their servants are easy to spot: they're the ones with the freakish metal helmets and the bolts through their bones.

—Viktor Pendrake

Cephalyx are frightening creatures that prey upon humanoids, rape their minds, and transform them into devoted servants. While cephalyx normally dwell deep underground, more ambitious and enterprising individuals take their horrific laboratories to Immoren's cities.

This encounter, designed for four PCs of 6th level, can take place in any civilized land; a major city is best, and the default setting is Five Fingers. This encounter requires both the *Iron Kingdoms Character Guide* and the *Monsternomicon, Vol. I.*

Encounter Background

In this encounter, the PCs confront Manzorax, a cephalyx recently come to Five Fingers. It has set up shop in a large, abandoned basement beneath an ironworks foundry, which it accessed through a (now) abandoned warehouse.

Manzorax's exact goals, and what drives the PCs to confront it, remain up to you; some ideas include:

- In an effort to gain some security and power, Manzorax has enslaved the leader of one of the more powerful gangs (such as Chester Berck of the Berck Skulls). The gang blames a rival gang, who points its finger at yet another gang. The tension is close to boiling over and could turn into open warfare in the streets.
- Manzorax has captured and enslaved a friend, associate, or patron of the PCs. The PCs track down the creature to save this person.
- The Cult of Cyriss contacts the PCs and reveal that a cephalyx has been preying on its members. The cultists desperately want the cephalyx threat eliminated. See *Five Fingers: Port of Deceit* for details on the Cult of Cyriss in Five Fingers, and No Quarter #11 for more information about the Great Dome of the Channels.

Beginning the Encounter

The PCs encounter Manzorax in its underground laboratory. Exactly how they track it down and get there depends on the needs of your campaign; some possibilities include:

- The PCs discover one of Manzorax's drudges attacking a passerby and step in to save the character; further investigation or tracking the attacker leads them to the abandoned warehouse. From there tunnels lead to Manzorax's basement lair.
- An employee of the ironworks shows the PCs to a forgotten ladder that descends to the level of the lair. (Exactly why the PCs might ask for such a favor depends on why they want to get involved in the encounter at all; see "Encounter Background," above.)
- Perhaps the simplest option is for various people on the street — gang members, drifters, prostitutes and the like — to point out "where the strange noises are coming from" or "where the weird armored men come from." Again, the PCs could be asking about such things for any number of reasons.

Cephalyx Errata

Cephalyx advance by character class rather than Hit Dice.

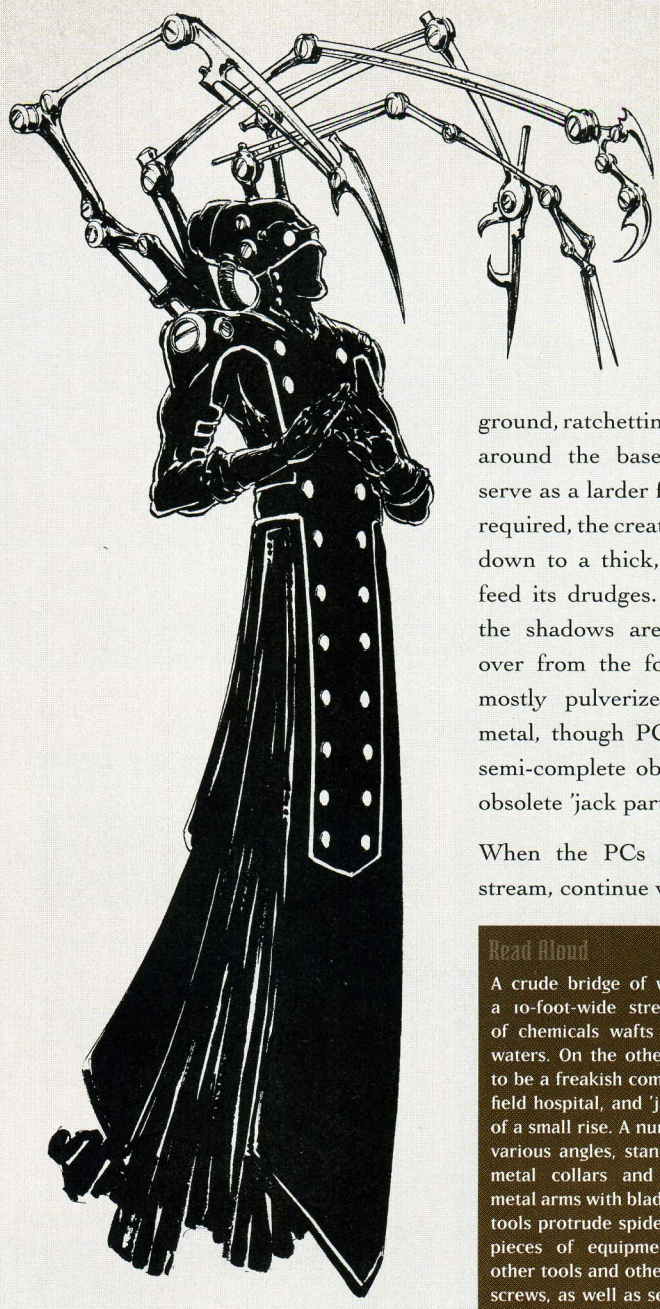
Read Aloud

You emerge into a large, natural cavern partially finished with cracked cobblestones, crumbling walls, and rotting plaster. Your feeble light disappears into the humid shadows. The air is warm, wet, and smells of oil and iron. Grit catches between your teeth and your tongue and your skin feels oily. Machinery clanks and thumps somewhere within. Rumbling machine sounds come from above as well, along with drifting falls of dust and rust, as if the ironworks might break through the stone and bring the ceiling crashing down. Rushing water runs as an undercurrent beneath the industrial sounds, and your light glints off a stream in the darkness ahead. The sound of clinking chains accents these murky noises. In the darkness, you can make out what appear to be bodies dangling from several of these chains and moving in a macabre dance. Hulking shapes loom in the flickering shadows at the edges of your light.

The Ironworks Basement (EL 9)

The basement is huge — over 100 feet by 90 feet and 100 feet high — and bisected by a toxic stream of industrial waste water filled with chemicals, pouring in a small waterfall from a drainage pipe. Giant pistons from the ironworks above slide up and down, chains dangle, and occasional detritus tumbles from hatches in the ceiling. The air is hot, wet, both slick and gritty, and occasionally filled with steam. The ironworks thunder above, and the pistons and chains clank, rattle, and grind.

Once, this chamber served as an impromptu junkyard for the foundry above. Giant metal pistons would slam leftover parts into tiny pieces of scrap metal, which the employees either melted and reused or discarded, depending on which option cost less. A decade ago the ironworks outsourced this process, and this chamber faded from both activity and memory. Its one-time use remains apparent: heaps of scrap fill corners, and the rusted remnants of once-useful machinery protrude from the floors and ceiling. Manzorax has appropriated some of the controls and old parts and repaired a few key pieces to make the traps detailed below.



Manzorax spends most of its time in the chirurgery lab on the far side of the chamber. When the PCs arrive, it is bolting a helmet onto a drunken drifter. Manzorax becomes aware the moment the PCs trip its *alarm* spell, a drudge sentry spots them, or Manzorax is in any sort of danger.

The mechanical sounds are caused by the lowest parts of giant pistons that pump continuously during some process related to the ironworks above this chamber. Chains hang from the ceiling about twenty feet above the ground, ratchetting in perpetual circles around the basement. The corpses serve as a larder for Manzorax; when required, the creature renders a corpse down to a thick, disgusting goop to feed its drudges. The odd shapes in the shadows are piles of junk left over from the foundry's operations, mostly pulverized rock and scrap metal, though PCs might find a few semi-complete objects — even a few obsolete 'jack parts.

When the PCs can see across the stream, continue with the following.

Read Aloud

A crude bridge of wooden planks crosses a 10-foot-wide stream. The acrid stench of chemicals wafts from its swift moving waters. On the other side is what appears to be a freakish combination of laboratory, field hospital, and 'jack shop sitting on top of a small rise. A number of tables, tilted at various angles, stand about, all fitted with metal collars and manacles. Segmented metal arms with blades, hammers, and other tools protrude spider-like from the various pieces of equipment. Work tables hold other tools and other items: large bolts and screws, as well as several odd helmets that look like they must be bolted directly into the wearer's bone.

Conditions

The basement is pitch black (cephalyx and drudges have darkvision). Add +5 to the DC of all Listen checks in the chamber due to the noisy machinery. The corpses that dangle 20 feet from the ceiling provide one-quarter cover for the floating cephalyx (see Tactics below).

The scrap piles are considered rough

terrain and provide cover.

The Toxic Stream

The stream is 10 feet deep, requires Swim checks (DC 13) to navigate, and is filled with caustic chemicals that cause 2d3 acid damage per turn to anyone in the stream.

Traps

Manzorax has previously cast *alarm* on the entrance of the tunnel, alerting it to any intruders.

Large metal pressure plates, each 10 feet square, are set flush with the floor at the places indicated on the map. When this chamber served as a junkyard, workers placed pieces of scrap onto these plates. They would then manipulate a lever that determined the pressure plates' sensitivity to weight; if the weight on a pressure plate exceeded the threshold, a giant metal piston crashed down from the ceiling and smashed the scrap.

Manzorax has repaired this equipment and commanded its drudges to pile pieces of scrap onto these plates. Now, the pressure plates lie hidden beneath small mounds of detritus. A Spot check (DC 20) or Search check (DC 10) allows a character to discover the metal plates beneath the rubble.

The scrap heaped on the pressure plates brings them close to the tripping point. If 50 pounds is added to them, the piston crashes down, dealing 8d6 points of damage (Reflex save DC 18 for half). Anyone under the piston is pushed out of the trap's area to the nearest square.

Each plate can trigger in this way only once during this encounter. After a piston descends, the stuff on the plate gets blasted in all directions, and the plate no longer bears the necessary amount of weight. Once triggered, the pistons stay in place for the remainder of the encounter.

Piston Trap (4): CR 4; mechanical device; physical trigger (50 pounds or more); manual reset; 8d6 damage in 10-foot-diameter, Reflex save (DC 18) half; Search (DC 10); Disable Device (DC 20).

Creatures

Manzorax always keeps four drudges nearby to act as bodyguards while it works on its most recent specimen in the lab. Due to the *alarm* spell at the tunnel entrance, Manzorax probably notices the PCs (or spots their light source). It readies itself for combat and sends its drudges into position: One crosses the bridge, two get ready to ambush the PCs after they cross the stream, while the last serves as a distraction in the center. Manzorax takes to the air.

When its preparations are complete, Manzorax sends the PCs a telepathic threat. Read the following:

Read Aloud

A strange, inhuman voice fills your head. "Brave fools. Why do you insist on interrupting my precious work? No matter, you will make excellent additions to my army."

Tactics: Two drudges peel off to the left and right, hiding behind pistons near the river about 20 feet from the bridge. (They gain +4 circumstance bonuses to their Hide checks; total bonus +5.) One moves across the bridge. The fourth stands sentry-like before the bridge, in plain view of anyone crossing.

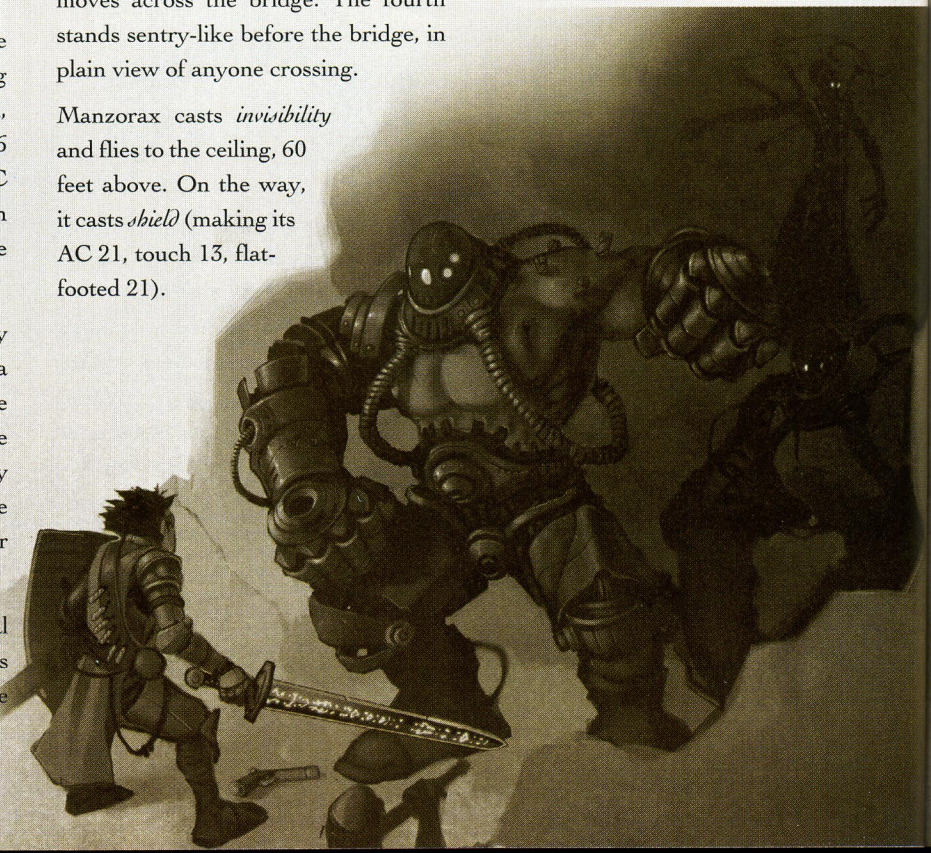
Manzorax casts *invisibility* and flies to the ceiling, 60 feet above. On the way, it casts *shield* (making its AC 21, touch 13, flat-footed 21).

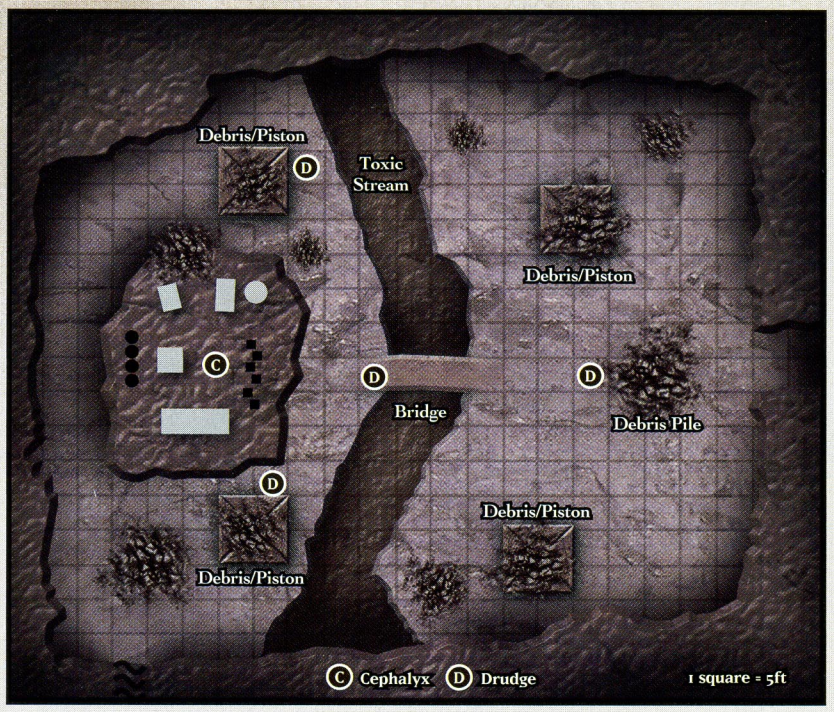
The drudges' most clever tactics involve maneuvering the PCs onto the pressure plates (detailed under Traps) or bull rushing them onto the pressure plates or into the stream. They attempt these techniques whenever they think it is a good idea, but they are not very bright.

The cephalyx's plan is for the PCs to confront the drudge standing in front of the bridge. While they close with it the other drudges charge into melee, first attempting to bull rush PCs into the toxic stream or onto a pressure plate.

When the PCs approach the sentry drudge, Manzorax casts *summon razorbats* twice to help the drudges flank the PCs. The cephalyx then descends slowly (10 feet per round) for two rounds, using *hold person* (and revealing its presence) on anyone it thinks has a poor Will save. A drudge then attempts to shove a *held* opponent into the stream or onto a pressure plate.

After using its two *hold person* abilities for the day, Manzorax casts *cause fear* and two *magic missiles* before descending more rapidly (20 feet per round) until it is within 40 feet of the combatants, at which point it uses





suggestion to convince the PCs to throw their weapons into the stream. Then, if at least two drudges still live, Manzorax casts *flare* and then uses *daze* repeatedly to give its servants an advantage; if only one drudge remains (or none of them do), the cephalyx descends to battle the PCs in melee combat.

If it drops to 5 or fewer hit points, Manzorax flies up and out of a hole in the ceiling that leads to the surface—it is up to you to determine what the cephalyx does next.

Development: If the PCs defeat Manzorax, they have stopped a menace from possibly gaining power in Five Fingers.

If the characters approach the lab, they find one of the operating tables occupied: a half-naked man, comatose, is shackled to one table. His bloody face is half-covered by a helmet, his hair is shaved off, and several rivets are driven through his shoulders and spine. The exact identity of the victim is up to the DM. A Heal check (DC 25) restores the victim to normal—physically, that is.

Treasure: The PCs can sell the equipment in the lab for 1,500 gp to the right buyer. Manzorax's spellbook lies on a desk; it contains all 0-level spells, the 1st and 2nd level spells listed in his statistics, plus *alarm, charm person,* and *darkness*. In addition, one of Manzorax's scalpels is enchanted for sharpness; it functions as a *+1 keen dagger*. The four 'jack derelicts scattered around the chamber could each fetch 350 gp from a collector.

Further Adventures

The events in this encounter can lead to other encounters or more detailed adventures. Some possibilities are:

- Manzorax had powerful allies. His activities in Five Fingers were just one facet of a complex cephalyx plot spanning several cities and countries in western Immoren. With Manzorax's defeat, the other members of the cabal look to replace him and resume their efforts in Five Fingers — and to destroy the meddlers who disrupted their plans.
- One of Manzorax's drudges turns out to be the son of an influential nobleman. The noble is incensed at his condition and irrationally blames the PCs. He vows to make their lives miserable—or very, very short—unless they restore his son.
- The wizard Hamish Slens hears of the PCs' encounter with the cephalyx and becomes extremely interested in Manzorax's activities and its forbidden science. The wizard becomes, perhaps, *too* interested.

Cephalyx

Manzorax, Cephalyx Wiz4: CR 8; Medium monstrous humanoid; HD 4d8 plus 4d4, hp 28; Init +3; Spd 30 ft., fly 10 ft.; AC 17, touch 13, flat-footed 14; Base Atk +6; Grp +6; Atk +9 melee (1d4, prosthetic blade), Full Atk +9 melee (1d4, 4 prosthetic blades); SA cephalomek*; SQ darkvision 60 ft., chirurgery*, command drudge*, summon familiar (Tiny monstrous spider named Chexix), telepathy 200 ft.*; AL LE; SV Fort +2, Ref +8, Will +12; Str 10, Dex 16, Con 10, Int 19, Wis 14, Cha 16

Skills and Feats: Concentration +11, Craft (augmentation) +7, Diplomacy +7, Gather Information +7, Heal +3, Hide +6, Intimidate +10, Knowledge (arcana) +9, Knowledge (local) +8, Listen +8, Search +7, Sense Motive +7, Spot +5; Ability Focus (*hold person*), Alertness**, Exotic Weapon Proficiency (prosthetic blade)[B], Iron Will, Multiweapon Fighting[B], Scribe Scroll, Weapon Finesse

Wizard Spells (DC 14 + spell level; 4/4/3): 0 (DC 14)—*acid splash, daze, detect magic, flare;* 1st (DC 15)—*cause fear, magic missile* (x2), *shield;* 2nd (DC 16)—*invisibility, summon razorbats II*† (x2)

* See the *Monsternomicon*, pp. 28–29, for more information on Manzorax's special attacks and abilities. Note that its *hold person* ability has a DC of 19 due to its Ability Focus feat.

** While familiar is within arm's reach.

† See the *Iron Kingdoms Character Guide*, pp. 366–367.

Chexix, Tiny monstrous spider familiar: CR –; Tiny magical beast; HD 8, hp 14; Init +1; Spd 30 ft.; AC 17, touch 15, flat-footed 14; Base Atk +6; Grp –6; Atk/Full Atk +9 melee (1d3–4 plus poison, bite); SA deliver touch spells*, SQ darkvision 60 ft., tremorsense 60 ft., alertness*, empathic link*, familiar bonus†, improved evasion*, share spells*; AL LE; SV Fort +2, Ref +8, Will +8; Str 3, Dex 17, Con 10, Int 7, Wis 10, Cha 2

* See the *PHB* for more information about a familiar's abilities.

† Chexix provides Manzorax with a +3 bonus on Hide checks.

Skills and Feats: Climb +11, Concentration +11, Craft (augmentation) +1, Diplomacy +0, Gather Information +0, Heal +1, Hide +11, Intimidate +3, Jump +12, Knowledge (arcana) +3, Knowledge (local) +2, Listen +4, Search +1, Sense Motive +3, Spot +13

Drudges

Drudges, human War2 (4): CR 2; Medium humanoid (human); HD 2d10+12, hp 23; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +5; Atk/Full Atk +5 melee (1d4+3, slam); SQ darkvision 60 ft.; AL LE; SV Fort +6, Ref +1, Will –1; Str 17, Dex 13, Con 16, Int 6, Wis 8, Cha 1

Skills and Feats: Listen +5, Spot +5; Endurance, Toughness (x2)

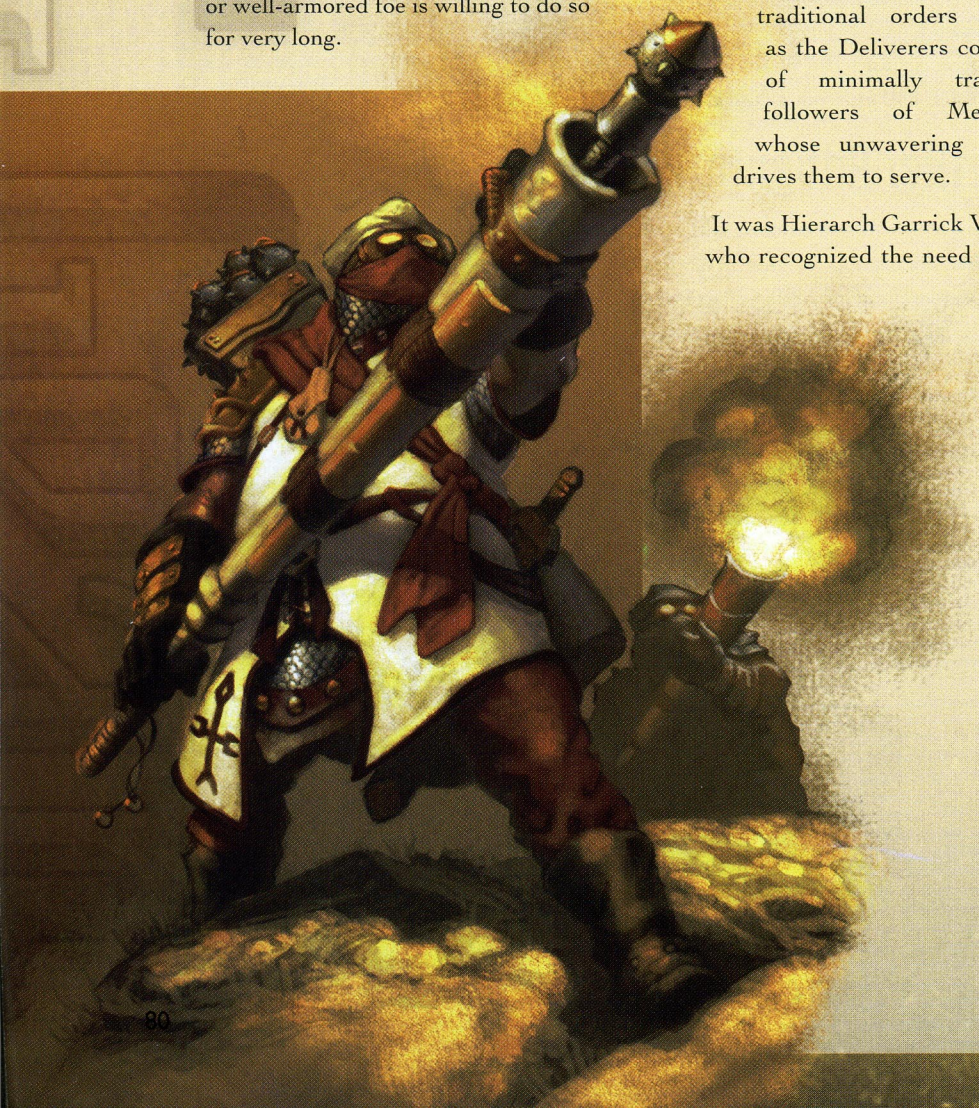
Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By Dan Weber • Art by Adam Gillespie and Torstein Nordstrand

Guts & Gears

Deliverers
The Brave and the Faithful

A sky filling with the erratic trails of skyhammer rockets announces their arrival and rips their name from their enemies' throats in a terrified shout – Deliverers! Few can withstand or endure the indiscriminate rain of explosive death launched by these Menites, and only the most disciplined or well-armored foe is willing to do so for very long.



Assembled from devoted volunteers, the Deliverers depart sharply from the Protectorate's traditional martial orders. These orders, such as the Temple Flameguard, consist of well-trained soldiers with strong religious traditions led directly by the priesthood. Non-traditional orders such as the Deliverers consist of minimally trained followers of Menoth whose unwavering faith drives them to serve.

It was Hierarch Garrick Voyle who recognized the need for a well-organized, modern military as a necessary step on the road to the Protectorate's emancipation from Cygnar. Since attaining his office, he has relentlessly refined and expanded the Protectorate's military assets. However, the treaty between Cygnar and the Protectorate that ended the bloody civil war forbade the creation of a standing army.

The success of the Redeemer warjack demonstrated the effectiveness of its skyhammer rocket. Hierarch Voyle saw the value in combining this inexpensive weapon, capable of laying waste to large swathes of enemies in one salvo, with the Protectorate's most plentiful resource: its people. As he increased the size of the Temple Flameguard and the Knights Exemplar under the auspices of internal defense, Voyle ordered the formation of a hidden militia of zealous volunteers, eventually called Deliverers, that could form up at a moment's notice but otherwise remain hidden from Cygnar's prying eyes. These volunteers received minimal training in the use of their simple weaponry and stockpiled the cheaply manufactured rockets in their homes against the day they would bring them to battle. The Deliverers' faith created a corps of warriors willing to enter battle with the fond hope of killing as many of the enemy as possible before their own weapon killed them.

The size and scope of the Protectorate war machine came to light when the Crusades began. Cygnar's vigilance had waned for too long, and Voyle had assembled great armies in secret. The offensives conducted by his forces demonstrated to western Immoren that the Protectorate would no longer suffer Cygnaran authority. In the past, the martial orders were highly segregated and fought more or less independently of one another. Voyle brought these diverse elements together and channeled them into cohesive and successful Interdictions against the heretics. This integration allowed lesser orders such as the Deliverers to join a Crusade along side Flameguard and Exemplars and fight with an overall strategy focused on the best method of achieving victory rather than winning glory.

The Deliverers' service during several Crusades, including the great Northern Crusade, has earned them a grudging respect from the older martial orders. In 606, Deliverer skyhammers fell on Fisherbrook and laid waste a significant portion of the Monastery of Ascendant Angellia in Fellig, an attack that has drawn the ire of devout Morrowans everywhere. More recently, Deliverers have lent their arms to the Crusade to Reclaim Sul by blasting apart infantry lured into killing zones by zealots and raining death down onto Cygnaran transport vessels on the Black River.

Deliverers bear the scars of their occupation – missing digits, and sometimes eyes – with pride. They see these wounds as signs of Menoth's favor, marking them for great rewards in Urcaen. Deliverer units do not lament the occasional death from a misfiring rocket. Rather, the lost soldier's compatriots wish him a swift journey to Menoth's Wall. Each Deliverer arms master achieves his position through service, typically by outliving his comrades, including the previous arms master. The quantity of his scars testifies to the arms master's seniority and marks him for respect among Deliverers and quiet derision among other orders.

Self-reliance is paramount to the Deliverer ethos. Often tasked with long marches bearing their heavy weaponry and armor, a Deliverer takes these challenges in stride, comfortable in the knowledge Menoth is testing his resolve. Since his life depends on his launcher and rockets, each Deliverer follows fastidious, nearly ritualistic, preparations before a battle. His role on the battlefield has changed little since his order's inception, but advances in equipment have ensured that his weapon more reliably destroys its target and spares him to train the next generation. Today's Deliverer marches into battle carrying a supply of the heavy skyhammer rockets on his back and a launcher cradled in his

arms. Protective goggles and a heavy scarf guard the Deliverer against the acrid smoke and fumes each rocket produces, while heavy scale armor and his faith in the Creator shield him from his foes.

Years ago, the Deliverers added the Sunburst ballista to their arsenal. This field weapon delivers a larger warhead more accurately at the expense of mobility. Like the skyhammer rocket, the Sunburst ballista requires little training to use effectively, but experience often proves a valuable teacher. Designed to allow Deliverers to destroy heavily armored enemies without the support of a warjack, the Sunburst's warhead can crack the hardest target and pepper any surrounding troops with smaller secondary explosives. The ballista's versatility and ability to control a battlefield have made it an invaluable addition to the Protectorate's arsenal and helped ensure that, when the call comes to Crusade, Deliverers will always be there to answer it with a rain of deadly fire.

Deliverer

Male human (Sulese); War3: CR 2; Size M; HD 3; hp 17; Init +2 (+2 Dex); Spd 20 ft.; AC 16 (+2 Dex, +4 scale mail); Atk +3 melee (1d6 short sword, 19-20/x2), +5 ranged (4d6 skyhammer rocket); AL LN; SV Fort +4, Ref +3, Will +1; Str 11, Dex 14, Con 11, Int 10, Wis 11, Cha 9

Languages: Cygnaran (Sulese dialect)

Skills and Feats: Craft (demolitions) +6, Concentration +1, Knowledge (religion) +2; Combat Loading, Exotic Weapon Proficiency (skyhammer rocket launcher), Skill Focus (Craft [demolition])

Possessions: Skyhammer rocket launcher, 5 skyhammer rockets, goggles, scale mail, Menoth devotional text, Menofix.

Skyhammer Rocket and Launcher

Deliverers carry modified skyhammer rockets designed to fragment on impact and shower the enemy with metal shards.

Originally, Deliverers carried the rockets attached to a length of wood and lit them by hand. After numerous crippling accidents, and at Hierarch Voyle's order, veteran arms masters developed a sturdy metal tube into which the soldier dropped a lit rocket before pointing it in the general direction of his target. Though these early launchers lacked the venting and flint strikers of the current model, far fewer of Menoth's faithful were ushered to Urcaen by their own weaponry. The inclusion of a stabilizing brace and then the flint striker have helped to eliminate most of the unfortunate accidents, but to this day the enemy cheers the rare Deliverer that Menoth calls to His armies with a prematurely exploding rocket.

When firing the weapon, a less experienced Deliverer braces the tube by planting the butt into the ground to better aim this inherently inaccurate weapon. A flint striker mounted over a vent near the capped end ignites the fuse of the skyhammer rocket inside the tube. Veteran Deliverers have learned the peculiarities of their weapons well enough to fire the rockets from their arms, though none officially endorse this practice.

Skyhammer rockets explode with a tremendous blast, dealing 4d6 damage to anyone within 15 feet of the rocket's impact (Reflex save DC 15 for half).

Skyhammer rockets are deviating weapons. A skyhammer launcher is a misfiring weapon. Use the rocket's damage and radius if the launcher misfires. Reloading a skyhammer launcher requires a Craft: (demolitions) check (DC 13) and 2 full rounds.

Item	Cost	DMG (M)	Critical	Range Increment	Type	Weight
Skyhammer Rocket	500 gp	4d6	X2	30 ft.	Piercing	12 lb
Skyhammer Launcher	85 gp					20 lb

Deliverer Arms Master

Male human (Sulese), War4/Ftr1: CR 4; Size M; HD 4d8+1d10+5; hp 32; Init +2 (+2 Dex); Spd 20 ft.; AC 16 (+2 Dex, +4 scale mail); Atk +6 melee (1d6+1 short sword, 19-20/x2), +7 ranged (4d6 skyhammer rocket); AL LN; SV Fort +6, Ref +3, Will +1; Str 12, Dex 14, Con 12, Int 10, Wis 11, Cha 9

Languages: Cygnaran (Sulese dialect)

Skills and Feats: Craft (demolitions) +6, Concentration +1, Intimidate +2, Knowledge (religion) +2; Combat Loading, Exotic Weapon Proficiency (skyhammer rocket launcher), Improved Combat Loading, Skill Focus (Craft [demolition])

Possessions: Skyhammer rocket launcher, short sword, 5 skyhammer rockets, goggles, scale mail, Menoth devotional text, Menofix.

Deviating Weapons

A deviating weapon is a ranged weapon that can deviate during flight, moving its point of impact to a location near the target.

To attack with a deviating weapon, make a ranged attack against the target. You can also target a specific grid intersection. Treat this as a ranged attack against AC 5. You cannot target a grid intersection occupied by a creature such as a Large or larger creature. In this case, you are aiming at the creature.

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the attack, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then count a number of squares in the indicated direction equal to the range increment of the attack.

After determining where the attack lands, deal damage to anyone in proximity of the weapon's burst, spread, or emanation as normal.

Misfiring Weapons

Misfiring weapons suffer from some sort of inherent flaw. Whether poorly designed, or prone to wielder error, these weapons may cause a catastrophe for their wielders. Whenever a misfiring weapon is used there is a 5% chance the weapon has misfired (increase to 10% if the wielder does not possess the proper weapon proficiency). On a misfire the weapon explodes, causing full damage to the wielder as well as anyone caught in its radius, if any. The weapon is considered destroyed. Note; this misfiring weapons rule is not intended to replace any of the firearms options on page 184 of the *IKCG*.

Deliverer & Sunburst Tactics

Getting the most out of your Deliverers and Sunburst weapon crew is never as simple as point and shoot. First of all, the Deliverer's Inaccurate rule ensures that many ranged attacks will result in deviations hitting at a POW of 6. While this is great for disrupting massed infantry with light armor it takes a different tactic to ensure those POW 12 direct hits wreak as much damage as possible.

Severius is your friend. Two of the Grand Scrutator's spells, Eye of Menoth and Death Sentence, are ideal for Deliverer and Sunburst attacks. Eye of Menoth increases an attacker's to hit and damage rolls by +1 after halving for deviation, while Death Sentence guarantees an automatic hit.

"You can aim these things?" Do not underestimate the accuracy of an aimed Deliverer skyhammer attack. Aiming reduces the inaccurate penalty to -2. Combine this with the +1 to hit bonus from Eye of Menoth and the net penalty is reduced to -1. When considering a Deliverer's SPD 5, but long attack range (16"), it often proves more beneficial to leave them where they are than try and shift them into another position.

"I can see my house from here!" Elevation is key. Find it. Use it. Not only does it increase the Deliverer's DEF by +2 against ranged and magical attacks, but it removes many of the line of sight penalties the unit would suffer while on the same level as other troops. Elevated troops can fire over the heads of warjacks and high ARM infantry at solos and warcasters farther behind.

The "Drop and Pop." Using Kreoss' feat or the Harbinger's Tremor of Faith spell in conjunction with Deliverers is a time-honored Menoth tactic. Both of these abilities knock down enemy models, reducing their defense against ranged attacks to 5. This combination is particularly effective against high DEF, medium ARM models or warcasters with few or no focus points. It requires good positioning to make use of as many Deliverer shots as possible, but even deviations are capable of causing damage in these circumstances. Simply ensure the target(s) are in Kreoss' control range, activate his feat Menoth's Wrath, and let the rockets fly. The target's dramatically lowered DEF will offset the Deliverer's Inaccurate rule nicely.

Giving your own troops a shot of righteousness may seem distasteful at first, but you can turn your models essentially into forward observers for the rockets. Firing skyhammers or, even better, Sunbursts, at your high ARM troops engaged in melee can clear out nearby enemy infantry, opening the way for your troops to advance or charge on their activation.

Keep a Reclaimer nearby. If a Deliverer is unfortunate enough to roll a misfire, he generates a soul token for a Reclaimer within 7". It may not be the most desirable way to gather souls, but Menoth would hate to waste even one.

Keep your distance! Always remember to keep at least a 1.5" gap between Deliverer bases to avoid unnecessary sacrifice due to the occasional misfire.

Deviation can be a good thing. The risk of a misfire is always outweighed by the chance of deviating shots taking out that flanking solo with Stealth (you can target them, and a low enough deviation distance will still hit them). It is also a great way of taking out clustered troops taking advantage of Combined Ranged Attack or other abilities that require them to be in open formation or base-to-base contact.

Tactics change when fielding the Sunburst. To activate its secondary AOE hits you need a large target first. The 14" range keeps the slower-moving jacks at a distance while hitting them with a respectable POW 16. A pair of Sunbursts can make short work of a cavalry unit provided they have a screening unit to slow the riders down – say, for example, Deliverers.

Deviation Tips

Deviation can be time-consuming, and an entire unit of deviating weapon-equipped models can make the game frustrating for everyone. Here are a few tips to speed up resolving deviations in your games:

1. **Use 2 dice.** The simplest tip, but often overlooked at the game table. Always roll two different colored dice – one for direction and one for distance – at the same time. Be sure your opponent knows which die is which and remain consistent with the colors.

2. **Close the gap.** Deviation is easier to determine if the template is either over the target point, or as close as possible to it and oriented correctly. This will save time arguing about the angle of deviation if your template is sitting a foot away from the target itself.

3. **Get help.** Ask your opponent to move the deviation template after each roll, saving you the work.

4. **Skip it.** Be aware of what lines of deviation/distances have no potential targets along them and skip measuring the deviation if it is clear the AOE will hit nothing. This is a classic time-stall tactic for some unscrupulous tournament players. Don't be one.

5. **Know the target.** Know your base sizes and AOE areas and what distances still hit the target model. Doing so speeds up other unnecessary measuring. For example, the small base is 30mm. Because of this, it requires just slightly more than 2 inches (a roll of a 3 or better) to deviate off of the model.

Painting Deliverers

By Amy Brehm

Base Coat

After priming, base coat the model. This is one of the most important steps in painting the model. Thin the paint with water very slightly—enough so that no texture remains on the model, but not so thin that the paint pools in the cracks. For most colors, two layers should get a good, solid base coat, but the white can take more; four coats in this case. Let your model dry thoroughly between base coats so that you do not leave any texture in the paint. Texture in the paint makes blending more difficult as you paint.

Base Coat Colors:

Skin—Midlund Flesh • **Red Cloth**—Sanguine Base
White Cloth—Menoth White Highlight
Brown Leather—Bloodtracker Brown • **Black Cloth**—Thamar Black
Silver—Pig Iron • **Gold**—Rhulic Gold

Shading

Now layer shadows on top of the base coat. For this step, thin the paint with water and matte medium. Use a second brush in order to blend the edges and make the model look smoother. To make blending easier, use a large brush (a size 1 or size 2 works well). Make sure this brush is damp – get it wet and dry it off on a paper towel.

Shading Colors:

Red Cloth—Sanguine Base mixed with Thamar Black
White Cloth—Menoth White Base
Brown Leather—Umbral Umber mixed with Thamar Black
Silver—Armor Wash mixed with Umbral Umber
Gold—Brown Ink mixed with Umbral Umber

Highlighting

Highlight the base coat. Again, thin the paint with water and matte medium, and blend the edges of the highlights on top of the base coat with a second brush. Paint the trim with Thamar black.

Highlighting Colors:

Skin—Ryn Flesh · **Red Cloth**—Sanguine Highlight
White Cloth—Pure White
Brown Leather—Bloodtracker Brown mixed with Menoth White Base
Black Cloth—Thamar Black mixed with Frostbite · **Silver**—Cold Steel
Gold—1.) Solid Gold; 2.) Solid Gold mixed with Quick Silver

Detailing

Paint the red trim using the colors in steps one through three. This model received a dull coat after adding the final highlights on the non-metallic parts of the model. Dull coating before adding the last highlights on the metal parts makes the metal look much shinier.

Detailing Colors:

Red Cloth—Sanguine Highlight mixed with Menoth White Highlight and Red Ink
Black Cloth—Frostbite · **Brown Leather**—Menoth White Base
Metallics—Quick Silver

What You'll Need:

- Bloodtracker Brown
- Cold Steel
- Frostbite
- Menoth White Base
- Menoth White Highlight
- Midlund Flesh
- Pig Iron
- Pure White
- Quick Silver
- Red Ink
- Rhulic Gold
- Ryn Flesh
- Sanguine Base
- Sanguine Highlight
- Solid Gold
- Thamar Black

Here are some other paint schemes to try out on your Deliverers.

Mengu Gungor

Todd Arrington

Dave Perrotta

A PRIVATEER PRESS STAFF ARMY

Ever wondered about the armies the Privateer Press staff build and play? Staff Armies pulls from the entire pirate crew to show how our people collect, paint, and play their favorite factions. We love the games we make and it shows.

Justin Steurich, Privateer Press Mold Maker, steps away from the miniatures that he helps create to talk about his favorite HORDES army—the Trollbloods—and some of the tactics and army building strategies he uses with this flexible faction.

Tough and Flexible

By Justin Steurich

Of concern to many players, including myself, is the topic of army list design. Though people have differing feelings about unit viability, most generally agree that a balanced list, capable of multiple attack and defense strategies, gives them a varied choice of action once the battle commences. I used that flexibility as the guiding principal of this Trollblood army.

It begins with Hoarluk Doomshaper. His spells let me liberally disrupt my enemy's plans, while his FURY stat allows for impressive beast control and casting options. Many 'casters and 'locks bank on upkeep spells to maximize their armies' punch, and Dissolution turns the power of their fist-to-jaw combos into a slap on the wrist. Though expensive, Accursed is incapacitating when cast on a knocked down heavy. Fortune goes up first round and gets upkept or cast again on every subsequent round. Using Doomshaper's feat right after an attack does an excellent job of stifling the counterattack. Or, it can dissuade the enemy from charging while the Trollbloods advance to prime positions. I take full advantage of Doomshaper's ability to control frenzying warbeasts and have included two dire trolls in the army.

A Blitzer and a unit of Champions form the blade of this bulldozer. A Mauler follows immediately behind for the coup-de-grace or counterattack if the enemy hits first. The front line begins as self-sufficient and, with the proper buffs from spells, animi, and fell calls, becomes inexorable.

On the periphery, orbiting the entire mass of trolls, are the Scattergunners. Used primarily to keep expendable enemy troops from bogging down the warbeasts, Scattergunners get assistance in the form of War Cry or Fortune. Both buffs will see the majority of the unit hosing down the enemy with spray templates from which few models can walk away.

The main wellspring of options and tactics comes from the models behind

Justin decided to go against the grain and paint his army in bright, vibrant colors.

the front line. Keeping to the theme of flexibility, I use the Axer, Fell Caller, and Impaler on the same parallel, right behind the front line, along with the Mauler. Behind all the heavy hitters lurk Hoarluk, the Swamp Gobbers Bellows Crew, and the foundation of any Trollblood horde, the Krielstone Bearer accompanied by five scribes. The Krielstone Bearer and scribes keep the army alive through the most heinous assaults and ugly beatings. The Swamp Gobbers can block charge lanes with their cloud effect or grant concealment against ranged attacks.

The location of all these units remains pliant. As a guide, I ask myself, "Is every model within advancing range of every other model for the purpose of increasing its abilities with animi, fell calls, and spells?" If so, then the arrangement of the models will suffice.

This loose formation has proven incredibly adept at attacking in any manner that seems preferable at the time. Early in the game, the Far Strike animus can go on the Blitzer, Impaler, and Alten Ashley for a salvo of stalls and monkey wrenches in the opponent's general advance. This also encourages the opposing force to close in with the melee-oriented front line. Alten Ashley is much too valuable to die before sowing disorder, so if getting a good shot off early is going to get him turned into VPs, then I'll wait and allow his disruptive capabilities to mature for a crucial round.

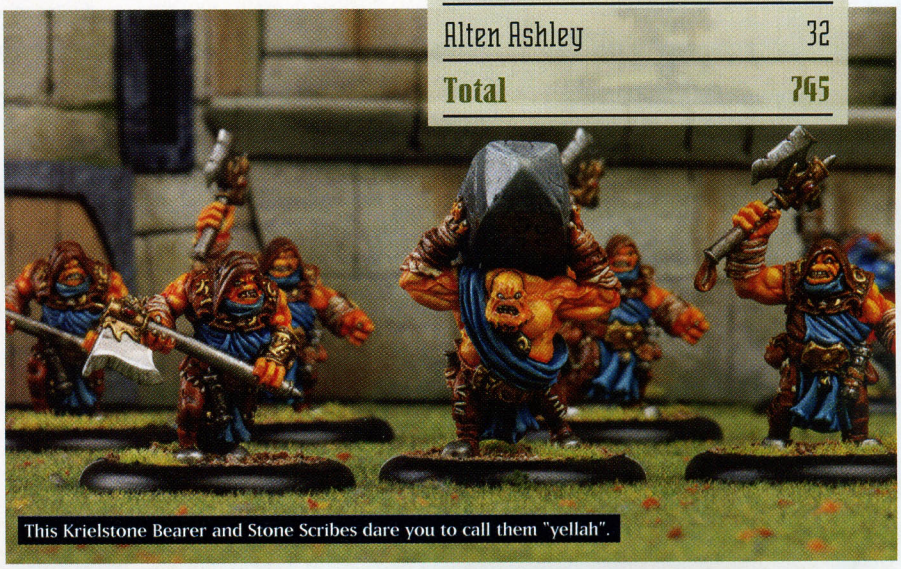
If getting the first charge and subsequent hand-to-hand kill seems too important to pass up, and the enemy uses terrain wisely, then I'll hand out the Axer's Rush animus to any of the big beasts, up to a maximum of four (once from the Axer, three times from Doomshaper). The Open Road fell call allows Champions access to territory where Circle and Legion models like to hang out and feel safe.

For end-game options, the Krielstone Stone Scribes actually serves as an impressive melee unit, hitting relatively hard and often. They also screen Hoarluk quite well in the unlikely event of the front line getting taken out and the midfield animus-providers becoming the new front line. When in desperate straits, a Slaughterfest charge from the satellite unit of Scattergunners can clear enemies away from Doomshaper and allow for some retribution.

The idea is to be ready for anything and dish out whatever punishment seems to fit the crime of opposing the Trollbloods. Tricks and combos can dent this force but if they don't finish off this army, then the survivors can jury-rig a destructive retaliation from the suite of fell calls, animi, abilities, spells, and the raw damage potential in this list.

JUSTIN'S 75OPT TROLLKIN ARMY

Model/Unit	Points
Hoarluk Doomshaper	54
Dire Troll Mauler	111
Dire Troll Blitzer	118
Troll Axer	72
Troll Impaler	75
Trollkin Scattergunners (6)	77
Trollkin Champions	106
Krielstone Bearer & Stone Scribes (6)	50
Fell Caller	35
Swamp Gobbers	15
Alten Ashley	32
Total	**745**



This Krielstone Bearer and Stone Scribes dare you to call them "yellah".

A great Troll Axer conversion.

INFERNAL CONTRAPTION 2 SABOTAGE!™

With the design of Infernal Contraption complete, we gave Privateer Press Developer Rob Stoddard about six hours to rest up before working on the next expansion—Infernal Contraption 2: Sabotage! Rob stopped tinkering with his diabolical work to describe the game and what makes Sabotage! the next best thing since monkey wrenches.

By Rob Stoddard, Privateer Press Developer

Infernal Contraption Overview

Infernal Contraption is a fast paced non-collectable card game filled with chaotic fun where 2 – 4 players race to assemble strange, arcane machines from the random parts in their workshop and destroy their opponents' contraptions.

Each player begins the game with a Power Core, the heart of the machine. Once players remove any remaining Power Cores from the deck, shuffle the remaining cards, and distribute them equally. Players then alternate taking turns to add consumables, contraptions, upgrades, and power sources to their machine to magnify its power. After modifying their contraption, a player turns his or her machine on a selected opponent and resolves all the card effects. A player leaves the game as soon he or she has run out of cards in his or her Parts Pile. The last player with cards in his or her Parts Pile wins!

What is Infernal Contraption 2: Sabotage!?

Infernal Contraption 2: Sabotage! is not a stand-alone game and requires Infernal Contraption to play. Sabotage! includes a new upgrade, new consumables, new power sources, and of course, brand new sabotage cards that will change the game as you know it.

"You sabotaged my contraption!"

Until Sabotage! releases, the direct interaction between you and your opponent's machine is limited to Omega Lasers, Recycler Circuits, and the damage the machine does to your Parts Pile. Normally, you add to your own machine to increase its effectiveness and tear down your opponent's resources. Sabotages bring a new twist to your arsenal of mechanical mayhem. They let you throw the preverbal monkey wrench into your opposition's machine and watch them squirm while desperately trying to minimize the damage. If you need to, you can even steal parts from your opponent's machine and place them right into your own with the Redirection Junction consumable. On top of that you will find enough Power Spikes, Reflex Triggers, Exothermic Reactors, and Gremlin Spheres to shut down contraptions or upgrades, or even turn a machine's own power and destructive forces against itself and its controller. A sabotage in just the right place might also buy you enough time to complete your own masterpiece of a machine.

Sabotage Rules/ Explanation

You can play Sabotage cards just like any other card through the course of your turn. Unlike other cards, however, you must play sabotages into an opponent's machine. Sabotages can only be played as Plugs, and the connecting sockets must match. Sabotage cards resolve just like contraptions, so when your opponent activates his machine and reaches a sabotage card, he resolves its effects.

Example: Nearing the end of a game Mark has built himself quite an impressive machine and whittled Josh down to a mere shell of his former self. With just enough cards left in his Parts Pile for this final turn before Mark's machine crushes him, Josh examines his options carefully and finds his salvation in an Exothermic Reactor sabotage. After carefully looking over Mark's machine Josh discovers that he has to place his sabotage at the front of the machine, he doesn't even have enough parts to make it through half of Mark's contraptions.

With the sabotage now in place at the front of the machine it's only a matter of time. Mark cannot find a way to remove the sabotage and must activate his machine. Immediately he comes to the Exothermic Reactor and must Scrap a card from his Parts Pile for every contraption he has in the machine. Miraculously Josh's sabotage has dealt enough damage to eliminate Mark from the game on his own turn, leaving Josh as the last bodger standing!

www.privateerpress.com/infernalcontraption

PARTS BIN

JUST A FEW PARTS IN OUR MASSIVE ONLINE CATALOG

BODY PARTS

Saeryn, Omen of Everblight
Head

Earthborn Dire Troll
Tusks

Pureblood Warpwolf
Spike Sprue

Nephilim Soldier
Back Spike 1

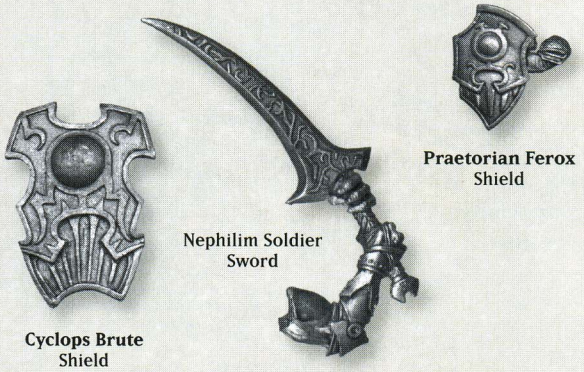
Gatorman Bokor
Body

Bronzeback Titan
Tusk

Nephilim Soldier
Tail

Earthborn Dire Troll
Head

SHIELD & SWORD PARTS

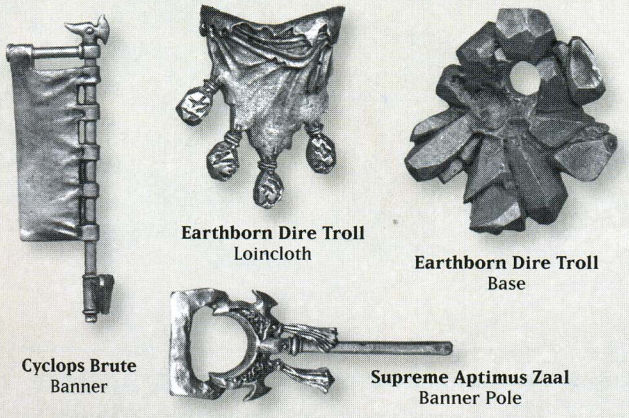


Cyclops Brute
Shield

Nephilim Soldier
Sword

Praetorian Ferox
Shield

ACCESSORY PARTS



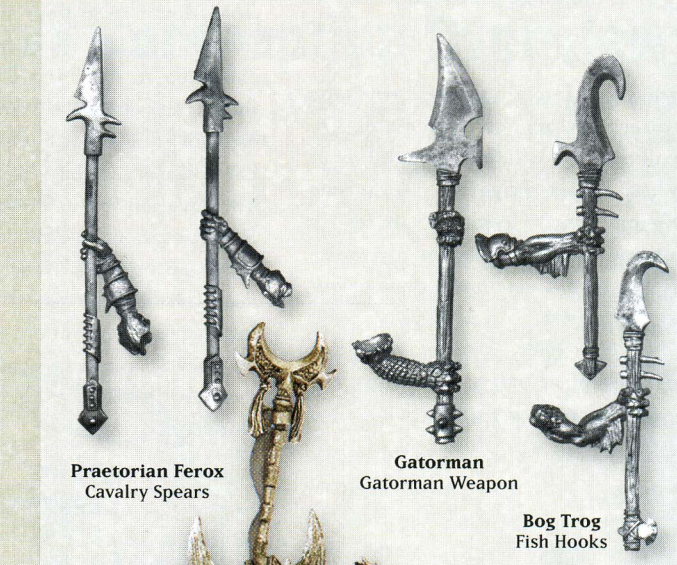
Cyclops Brute
Banner

Earthborn Dire Troll
Loincloth

Supreme Aptimus Zaal
Banner Pole

Earthborn Dire Troll
Base

LONG WEAPON PARTS



Praetorian Ferox
Cavalry Spears

Gatorman
Gatorman Weapon

Bog Trog
Fish Hooks

This Praetorian Dakar was modified by adding the following parts:

- Pureblood Warpwolf spike sprue
- Earthborn Dire Troll tusks and base
- Nephilim Soldier back spikes 1
- Supreme Aptimus Zaal's banner
- Saeryn, Sigil of Everblight's head

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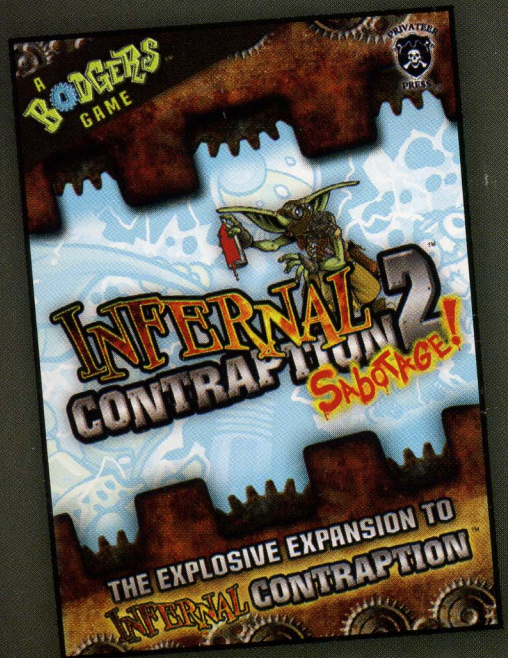

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